



Please find in the following pages the submittal for the Columbian Football Scoreboard replacement.

Feel free to call with any questions.

Respectfully,

A handwritten signature in blue ink that reads 'Scott Cyran'.

Scott Cyran, President
Sports Equipment Specialists



Columbian High School Football Scoreboard Bill of Materials List

Qty (1) All Aluminum Arched Truss Sign with LED Lit Lettering KALNOW-FROST STADIUM
-2' x 4' rise x 32' long

Qty (1) FB8132-2-2 LED Football Scoreboard
-Amber LED Digits
-8 x 48 Electronic Team Names

Qty (2) MP-70 Wired Controls with Cases

Qty (1) TL Vision LED Display
-20mm true resolution
-176 x 320 Matrix
-8' tall x 32' long cabinet
-Side Signs 2 either side of display
-One ID Sign left, 2 ID signs right

Qty (1) Proline Laptop Computer control
-Laptop and soft carrying case included
-Proline 900 Video Software

Qty (1) LVP601 Video Processor
-Multiple live inputs

Qty (1) V8 LED Signal Transmitter

Qty (2) T-830 LED Field Timers
-Red LED digits
-Wireless Receivers
-Sideline handheld wireless control
-USB Charger

Qty (1) 2 Tier Catwalk with ladders

Qty (1) Scoreboard Installation Manual

Qty (1) MP-70 Control Manual (cd disc)

Qty (1) Proline Software (cd disc including Sport and crowd animations and backgrounds)

Qty (1) Scbd Control Soft Carrying Case

Qty (1) Laptop carrying case

Qty (1) Hook-up Box with male and female jacks

Qty (1) 10' Control cable

B



FAIR-PLAY
by **TRANSLUX**

S6792

model no: FB-8132TKH-2 & TL Vision
20mm Full-Color Digital Video Display

Design Proposal

TL Vision

TL Energy

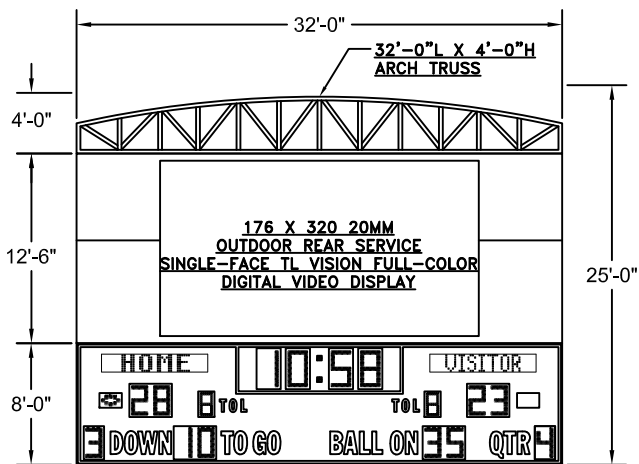
Fair-Play

Conceptual illustration only. Customer must provide press-ready custom artwork for best results.

www.fair-play.com

800.247.0265

©copyright2013



FB-8132-48L-2

FB-8132-48L-2

SIZE: 32'-0"L X 8'-0"H X 10"D

POWER: 120 VAC, 60 Hz., 1-PHASE
1,696 WATTS. (SCBD + 8 X 48 1.75" AMBER LED OUTDOOR
ELECTRONIC TEAM NAMES)

120 VAC AT THE CONTROL LOCATION.

CONTROL CONSOLE: MP-70 SERIES CONTROLLER.
CONTROL CABLE: 22GA 2-WIRE SHIELDED.
(IF WIRELESS ORDERED, NO CABLE REQ'D.)

LED'S: AMBER LED.

OPTIONS: MODEL HC-70 CLOCK HAND SWITCH FOR SECOND OPERATOR.
(CLOCK START/STOP & CLOCK RESET.)

MODEL F600-70 SIDELINE CLOCK HAND SWITCH CONTROL
WITH SPLIT TIME.

MODEL F650-70 SIDELINE CLOCK HAND SWITCH CONTROL.

LIGHTNING DAMAGE REDUCTION UNIT.

WIRELESS MP-70 CONTROL OPERATION.

ESTIMATED WEIGHT: 1,360 LBS.

GENERAL NOTES:

- * REFERENCE 01-0500-01 FOR INSTALLATION NOTES.
- * POWER REQUIREMENTS ARE VALID FOR 90 DAYS AFTER THE ORIGINAL
RELEASE OR BY THE MOST RECENT REVISION OF THE DRAWING.

**176 X 320 20MM OUTDOOR REAR SERVICE SINGLE-FACE TL VISION FULL-COLOR
DIGITAL VIDEO DISPLAY**

ACTIVE AREA: 20'-11 15/16"L X 11'-6 9/16"H

CABINET SIZE: 32'-0"L X 12'-6"H X 1'-0"D, 2-SHIPPING SECTIONS

POWER: RECOMMENDED CUSTOMER PROVIDED DISCONNECT SIZE:

DISPLAY POWER CONSUMPTION: 18,978 WATTS

MULTIPLE 120 VAC, 60 Hz., CONNECTIONS - (L1, N, G) POWER
CONNECTION

BETWEEN TL VISION DISPLAY AND DISCONNECT BOX.

120 VAC AT THE CONTROL LOCATION.

CONTROL CONSOLE: PROLINE.

LED'S: RGB LED.

ESTIMATED WEIGHT: 4,078 LBS.

32'-0"L X 4'-0"H ARCH TRUSS

SIZE: 32'-0"L X 4'-0"H

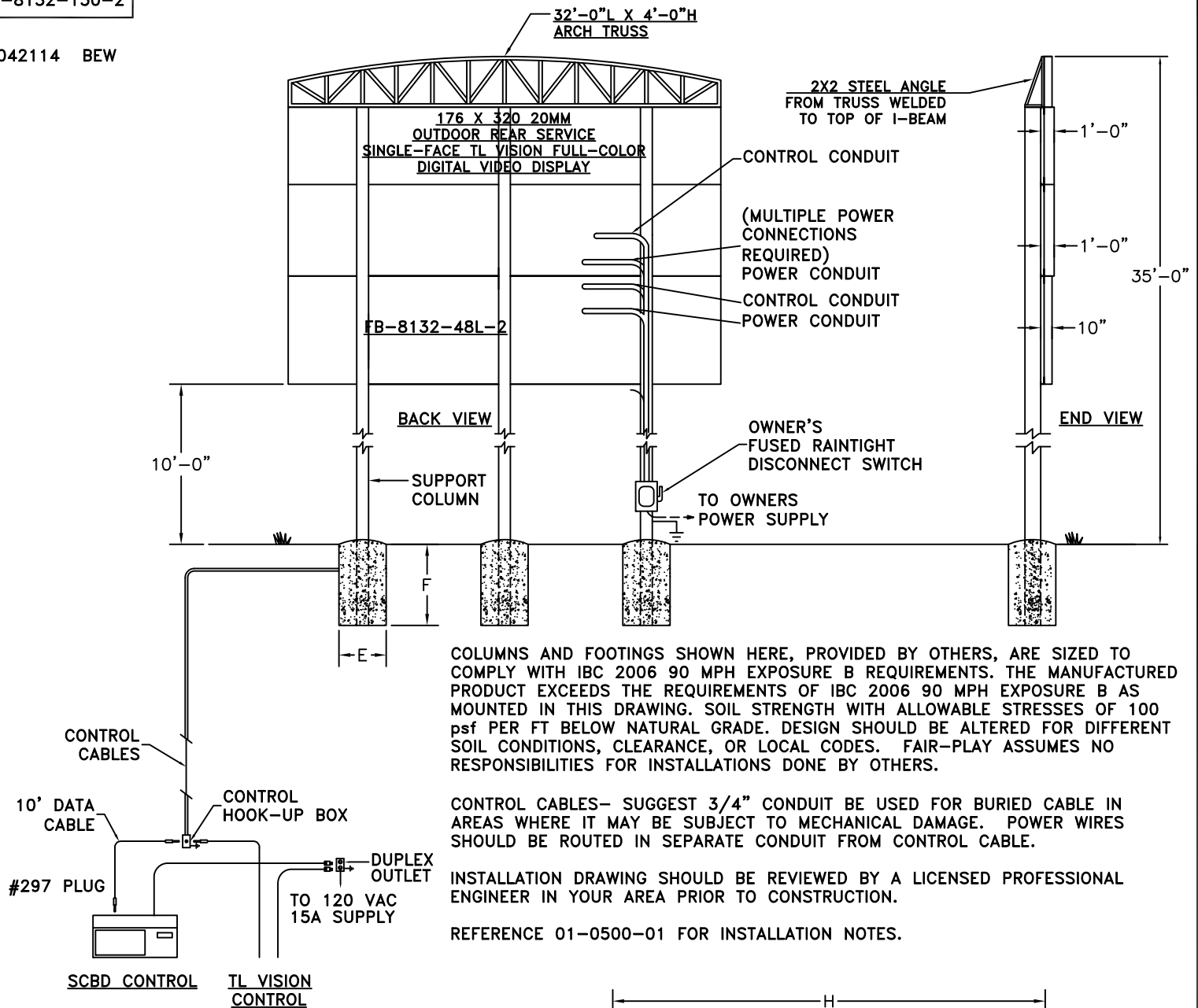
ESTIMATED WEIGHT: 512 LBS.

FAIR-PLAY
by **TRANS-LUX**

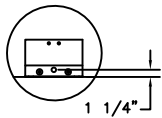
Fair-Play Scoreboards
by Trans-Lux Corporation
P.O. Box 1847 (50305-1847)
1700 Delaware Avenue
Des Moines, Iowa 50317
Phone: 515-265-5305
Toll free: 800-543-7904
www.fair-play.com

PROJECT NAME:		REF. #:	
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TITLE	DRAWN BY BEW	DATE 04-21-14	MODEL: B
FACE VIEW FOR FB-8132-48L-2, 20MM, 32'-0"L ARCH TRUSS	SCALE 1/8" = 1'-0"	DWG. NO. 01-8132-150-1	

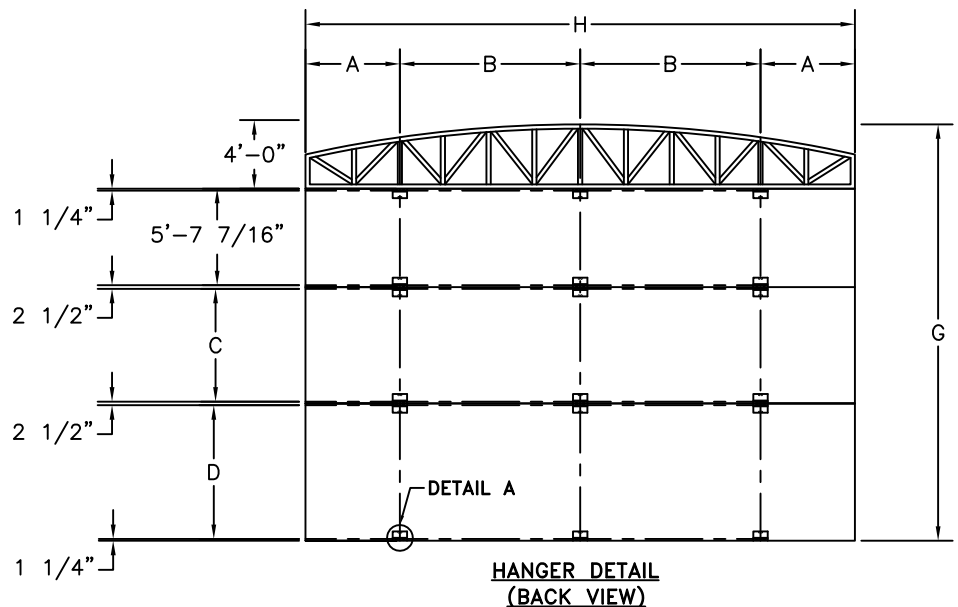
OR	ORIGINAL RELEASE	04-21-14	BEW
REV.#	CHANGE	DATE	BY



DETAIL A



STANDARD "J" BRACKET



DIMENSIONS

A	B	C	D	E	F	G	H	COLUMNS	POWER
5'-6"	10'-6"	6'-6 13/16"	7'-9 1/2"	3'-6"	15'-0"	25'-0"	32'-0"	W14 X 48	REFERENCE 01-8132-150-1

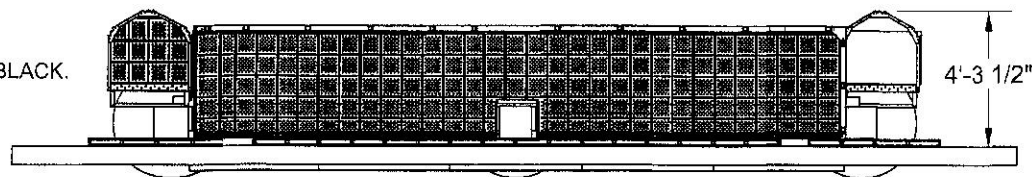
CATWALK, LADDER, AND VIDEO FRAME NOTES:

ALL EXPOSED SHEETMETAL PARTS ARE HOT ROLLED P&O STEEL, 12 OR 14 GAUGE ASTM A1011 CS TYPE B, MINIMUM YIELD STRENGTH 30 KSI, POWDER COATED BLACK.

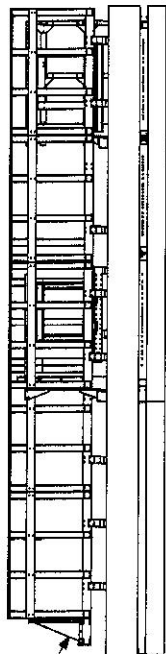
SMALL CONCEALED PARTS ARE GALVANIZED STEEL, MINIMUM YIELD STRENGTH 30 KSI.

ALL BOLTS AND NUTS ARE GRADE 5 ZINC-PLATED STEEL.

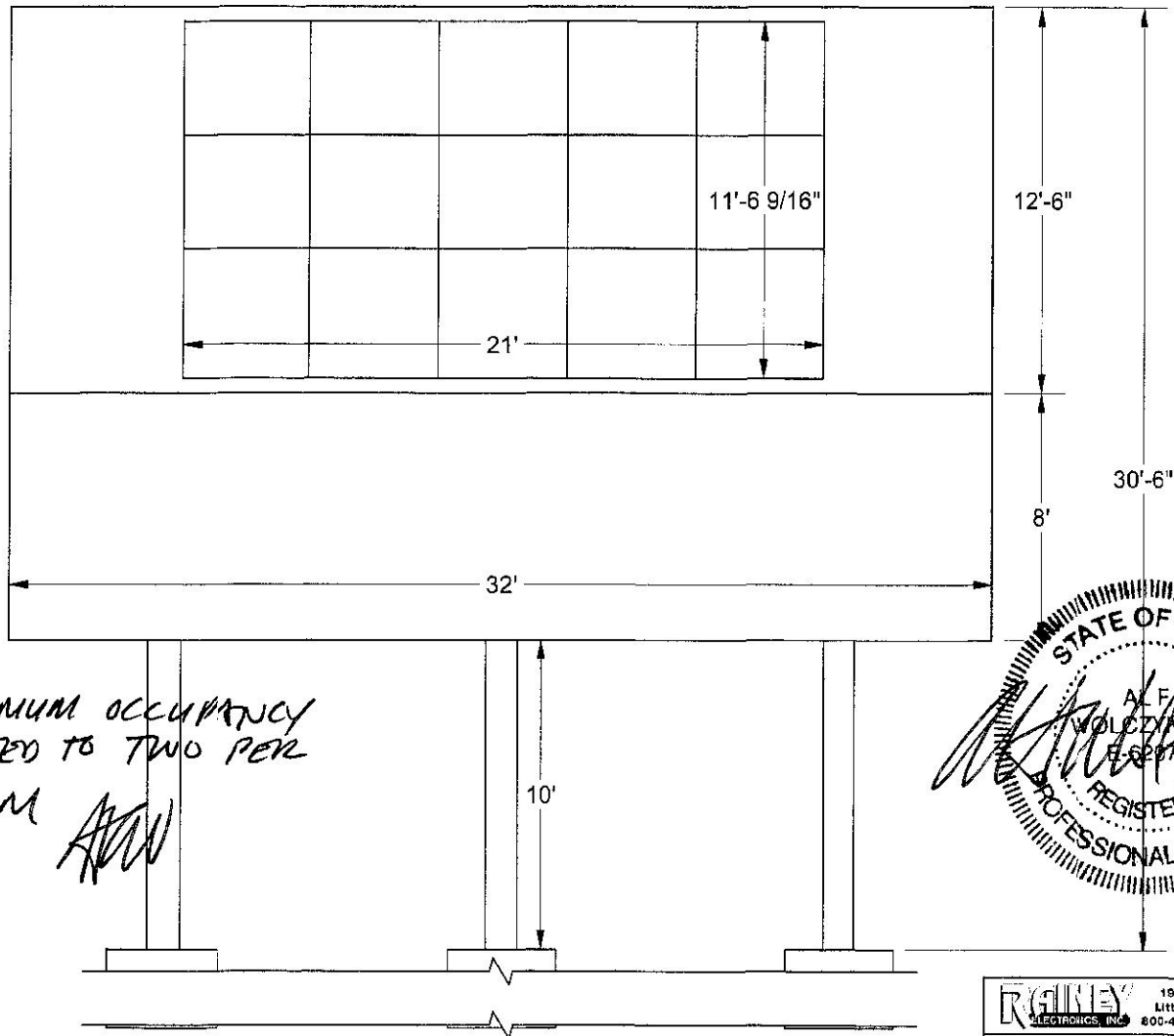
ALL RIVETS ARE 3/16" DIAMETER STAINLESS STEEL POP#SSD64SSBS.



TRUSS NOT SHOWN



LOCKING DOOR ON LADDER

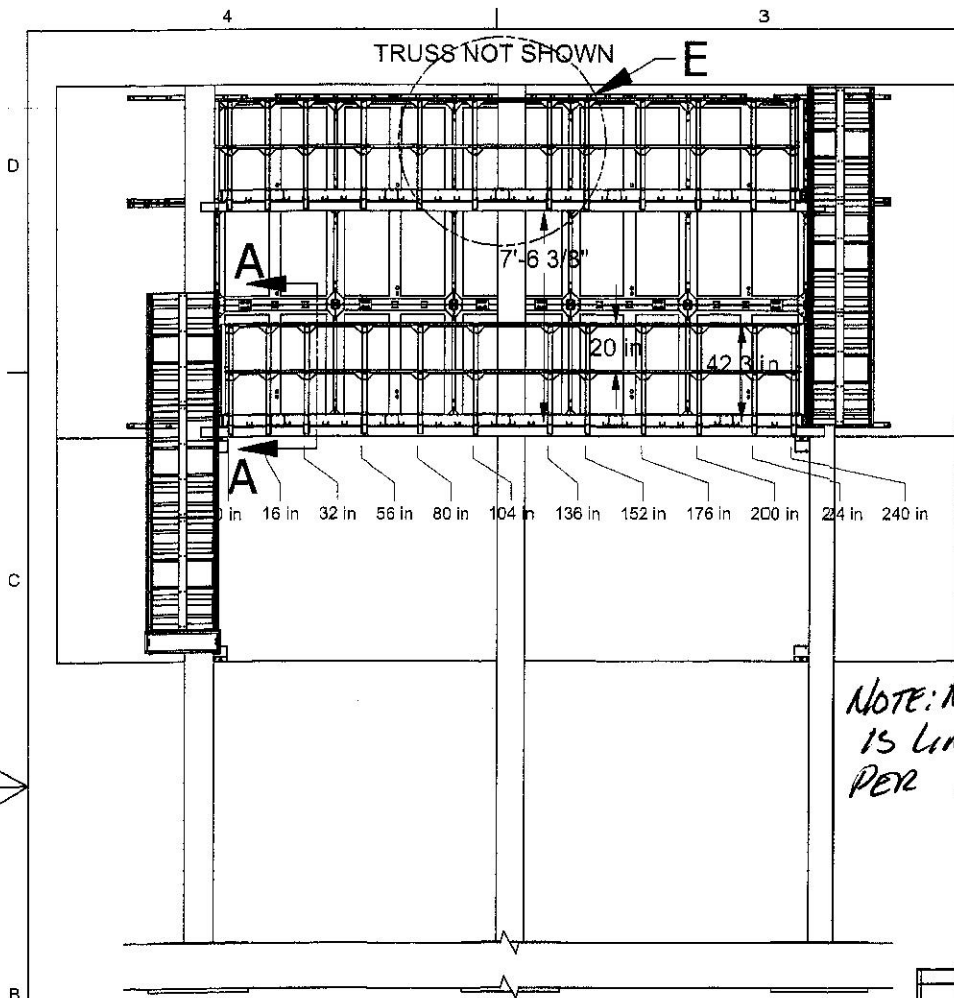


NOTE! MAXIMUM OCCUPANCY IS LIMITED TO TWO PER PLATFORM

AW



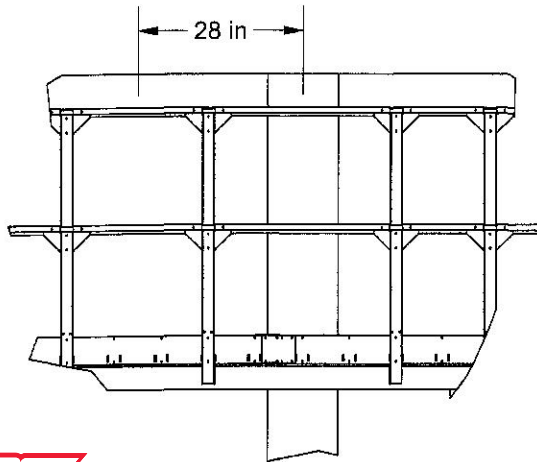
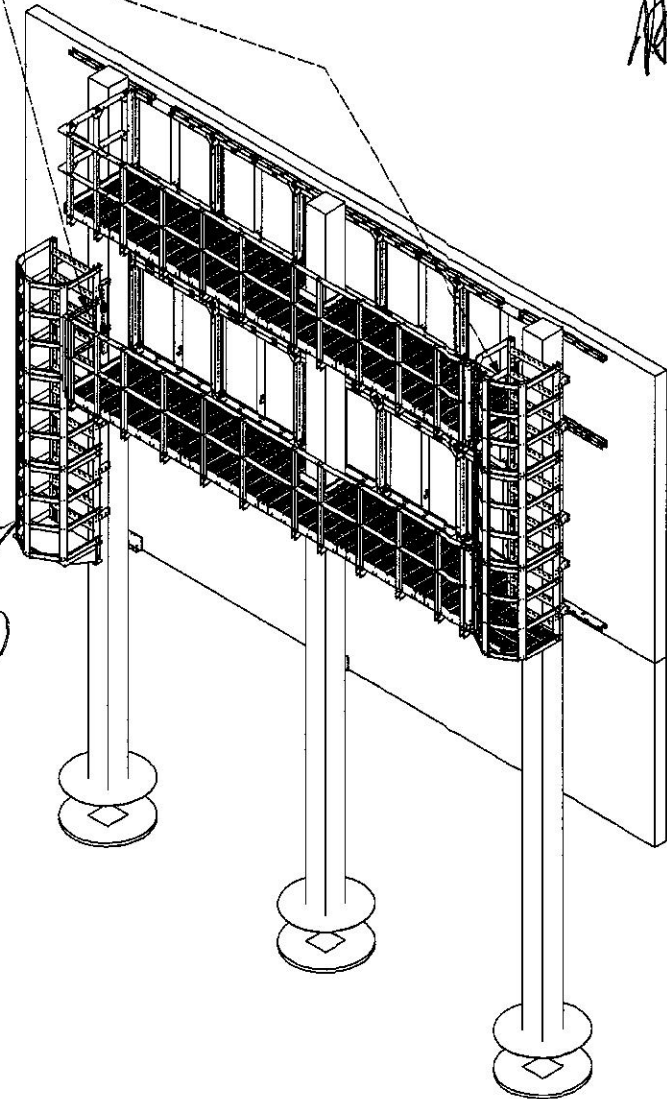
RAYNEE		19323 Colonial Glenn Road Little Rock, Arkansas 72210 800-443-4701 • FAX 501-621-4702	
Title Columbia HS FB Tiffin OH 2014.idw			
City, ST	Tiffin, OH	Scale	
Author	shaney	Date	8/26/2014 1 of 7



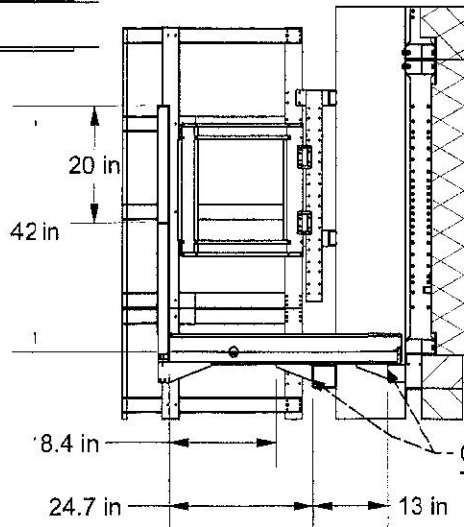
HINGED GATE ON
LADDER TO CATWALK.

NOTE: MAXIMUM OCCUPANCY
IS LIMITED TO TWO
PER PLATFORM

AW



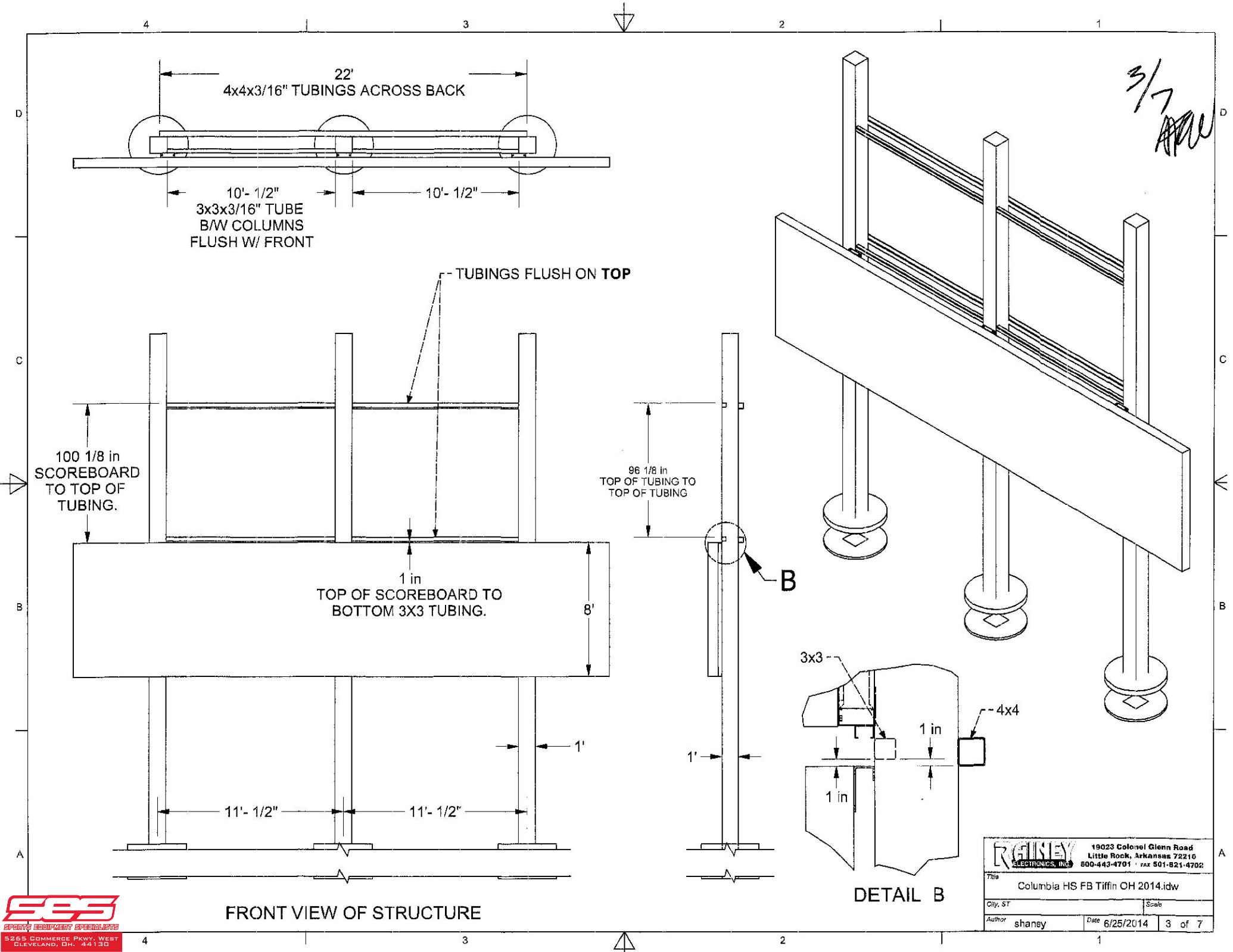
DETAIL E



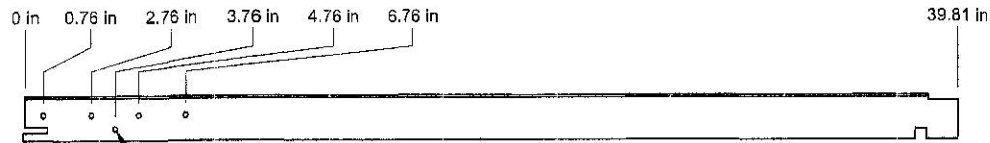
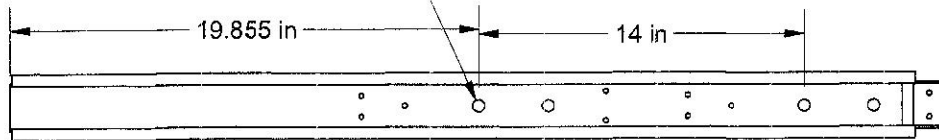
SECTION A-A

CATWALK U's ARE WELDED
TO BACK OF SQUARE TUBING

RAYNEY ELECTRONICS, INC.		19023 Colonel Glenn Road Little Rock, Arkansas 72210 800-443-4701 • FAX 501-821-4702	
Title Columbia HS FB Tiffin OH 2014.idw			
City, ST	Scale		
Author shaney	Date 6/25/2014	2 of 7	

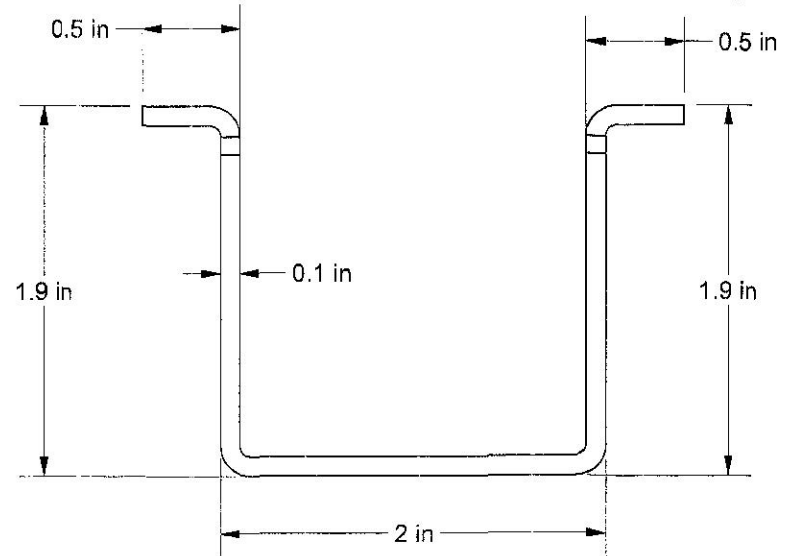


Ø0.505 in
FOR 3/8" THREADED INSERTS
TO BOLT TO U's UNDER CATWALK.



Ø0.2 in THROUGH (5 PLACES)
HOLES FOR RIVETS TO GUSSET TO HANDRAIL VERTICAL.

Support Channel {40in}
Qty 12 per catwalk

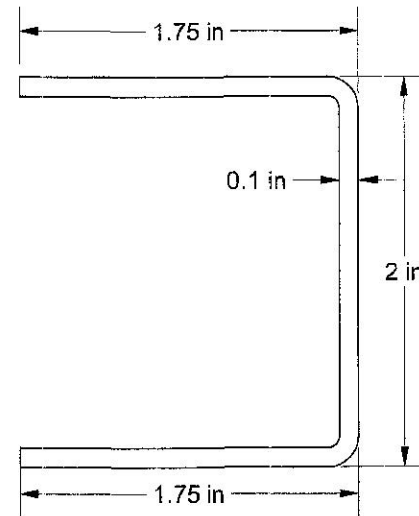


0 in 0.5 in 3 in 4.427 in

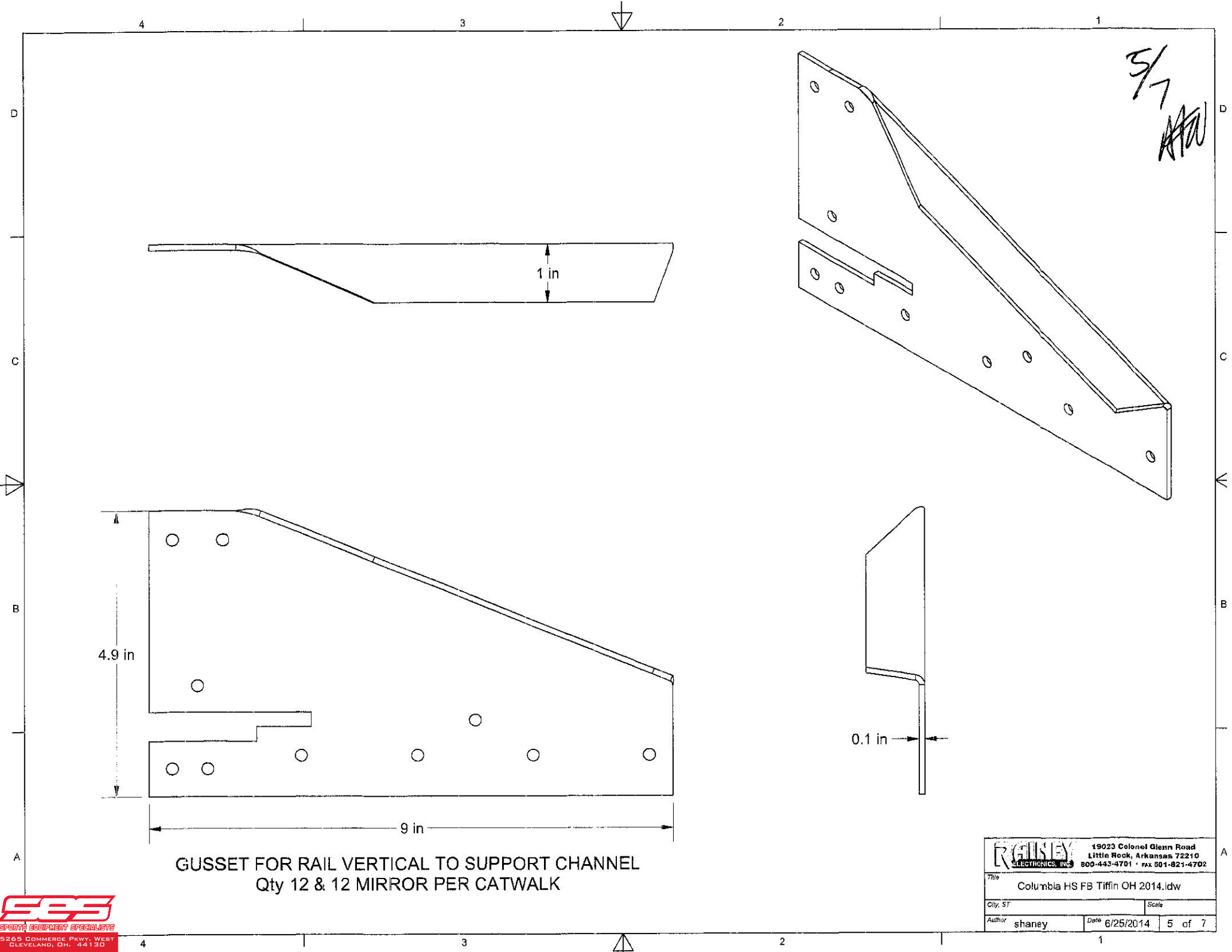
Ø0.2 in THROUGH (5 PLACES)
HOLES FOR RIVETS TO GUSSET TO SUPPORT CHANNEL.

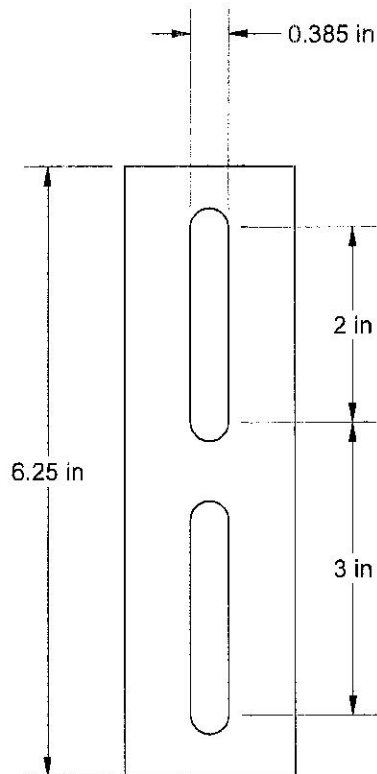
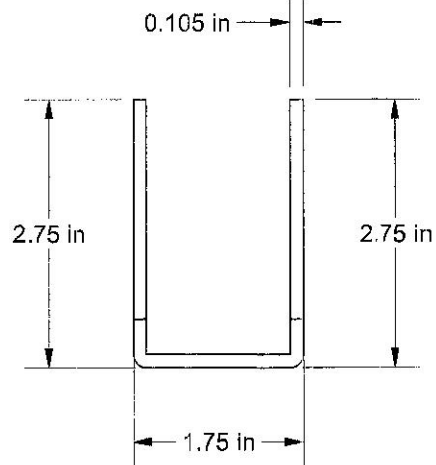
47.152 in

Rail Vertical

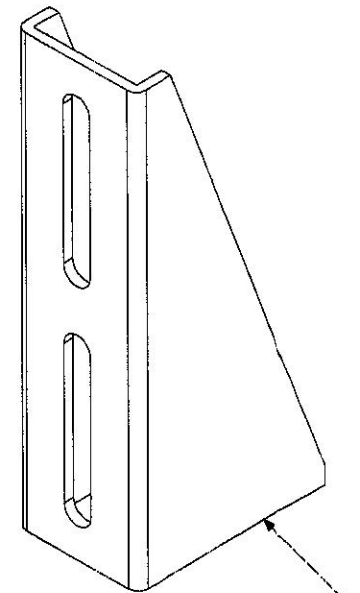


ROUSEY ELECTRONICS, INC.		19023 Colonel Glenn Road Little Rock, Arkansas 72210 800-443-4701 • FAX 501-821-4702	
Title Columbia HS FB Tiffin OH 2014.idw			
City, ST	Scale		
Author shaney	Date 6/25/2014	4 of 7	

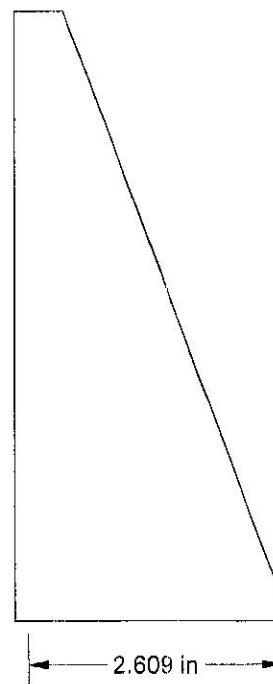




U bolted to catwalk and welded to back of tubing stringers

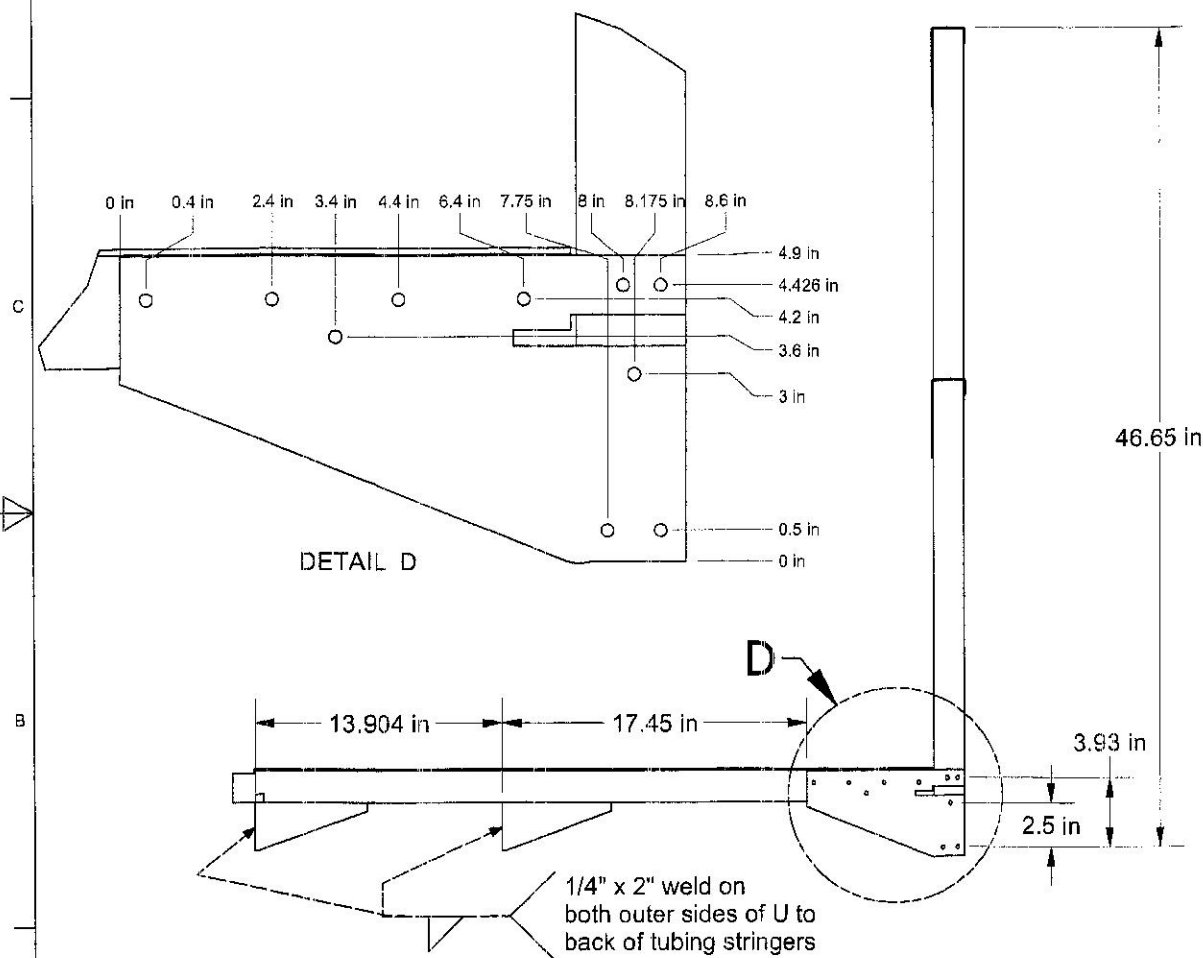
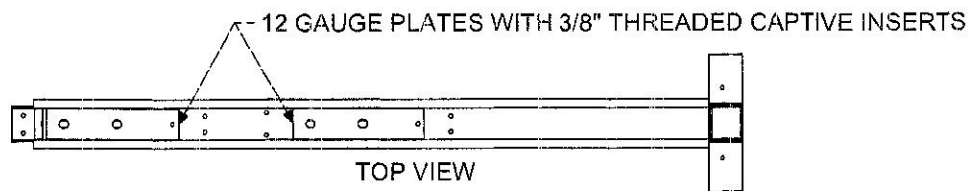


1/4" x 2" weld on both outer sides of U to back of tubing stringers

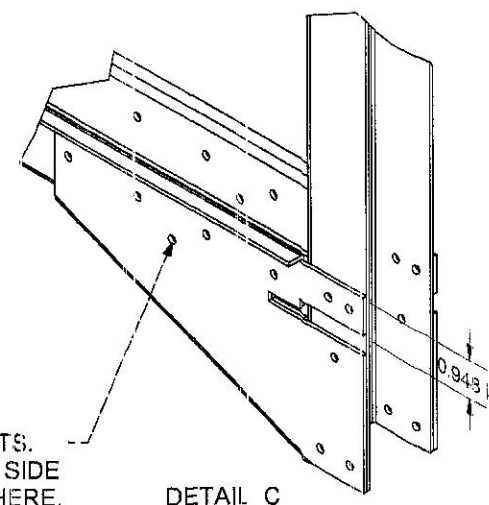
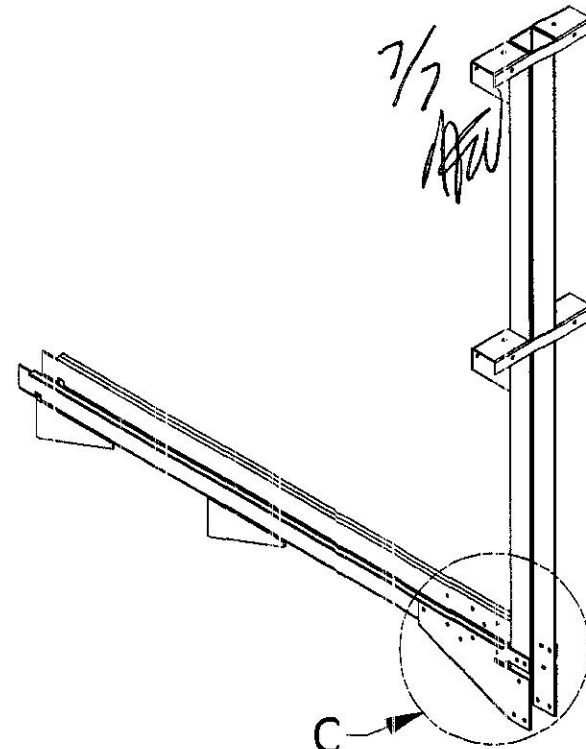
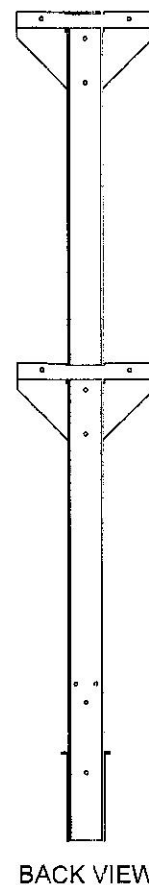


6/7
AW

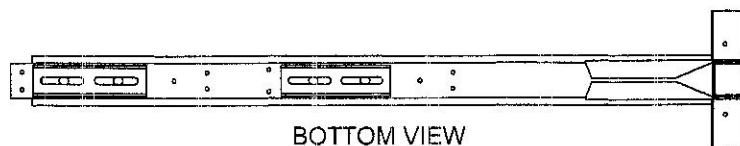
ROGNEY		19023 Colonel Glenn Road Little Rock, Arkansas 72210 800-443-4701 • FAX 501-821-4702	
Title: Columbia HS FB Tiffin OH 2014.idw			
City, ST:		Scale:	
Author: shaney	Date: 6/25/2014	6 of 7	



Catwalk Support Assembly
Qty 12 per Catwalk Level



HOLES FOR 3/16" SS RIVETS.
QTY 5 PER CHANNEL PER SIDE
SO 10 RIVETS PER PART HERE.



RAISEY ELECTRONICS, INC.		19023 Colonel Glenn Road Little Rock, Arkansas 72210 800-443-4701 • FAX 501-821-4702	
Title Columbia HS FB Tiffin OH 2014.ldw			
City, ST		Scale	
Author shaney	Date 6/25/2014	7 of 7	



FAIR-PLAY FOOTBALL SCOREBOARD



Model: **FB-8132-2**

DIMENSIONS:

HEIGHT:	8'-0"	LENGTH:	32'-0"	DEPTH:	10"	WEIGHT:	1100 lbs.
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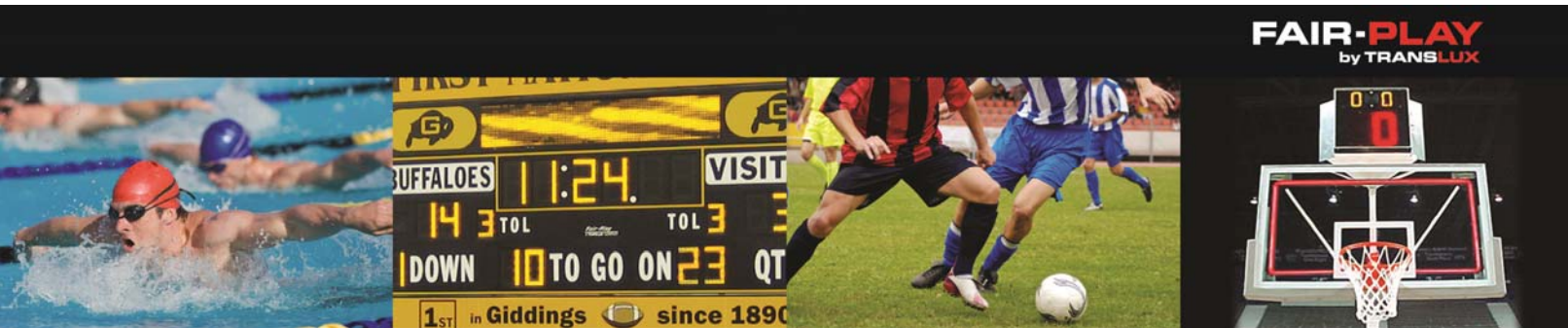
STANDARD EQUIPMENT:

- Super-bright, wide-angle amber LED's
- Factory authorized national and local sales, service and installation
- Choose from 10 durable paint colors - Free
- Choose from 15 popular vinyl trim colors - Free
- Free Help Desk Support
- Free project design renderings
- Over 75 years of sports scoring experience
- Sport specific control console inserts
- Energy efficient LED designs
- HB-800 data connection kit
- Choice of Fair-Play's scorekeeper approved score systems*
- 4-level control console display brightness adjustment
- Changeable scoreboard game captions*
- 5-year limited warranty
- ETL/CETL listed to UL standard
- Convenient built-in service points for easy-access
- Quality engineered water resistant aluminum construction
- Complete, safe and durable display mounting system
- 7-segment digits
- Built-in lighting suppressor (for standard data direct wire only)

OPTIONAL EQUIPMENT:

- Custom paint & vinyl trim colors
- UV resistant paint
- Illuminated & non-illuminated identification & sponsorship signage
- Custom, unique signage options
- Electronic team names*
- Rear-illuminated scoreboard captions*
- Mono- or full-color electronic message display with Fair-Play's exclusive ProLine® control system
- Carrying case for scoreboard control
- Personalized vinyl home team name
- Truss and decorative steel systems
- Pitch speed display system*
- Pitch count display*
- Field use time*
- Scoreboard sport-conversion captions*
- Integrated scoring and display systems
- Scoreboard caption color (other than white)
- Extended warranties and maintenance contracts
- Lighting protector for power
- Changeable scoreboard game captions*

*Consult with a sales representative for applicable models



OPERATING TEMPERATURES:

Scoreboard display: -22° to 131° Fahrenheit (-30° to 55° Celsius)

Control console: 32° to 131° Fahrenheit (0° to 55° Celsius)

OTHER DIMENSIONS:

CAPTIONS (H" x W")		DIGIT SIZES (H")	
HOME	15" x 80"	Ball On (or On)	24"
VISITOR	15" x 93"	Down	24"
DOWN	18" x 49"	Game Clock	30"
TO GO	18" x 47"	Possession	10"
BALL ON	18" x 70"	Qtr	24"
QTR	18" x 32"	Team Scores	24"
TOL	10" x 22"	Time Outs Left	18"
		To Go	24"
		Colon diameter	3"

ELECTRICAL	
Voltage	120 VAC
Hertz	60
Watts	678
Amps	6
Phase	1
Wiring	2-Wire + ground
Circuits Required	1
Safety Listing	ETL/CETL

Fair-Play offers 15 FREE standard trim tape colors



Fair-Play offers 12 FREE standard scoreboard colors. Custom colors available



Fair-Play by Trans-Lux Corporation

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TLVISION



20mm Outdoor LED Large Screen System (TL-OV20)

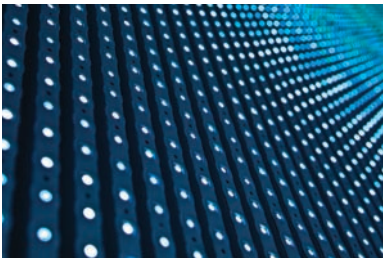
Want to get a big message across to a big audience in open spaces? The Trans-Lux TL Vision 20mm LED large screen system does more than simply get the job done – it will engage viewers with its performance and brilliance from any perspective. Ideal for numerous outdoor applications ranging from stadiums to billboards, it's the big board performance viewers will clearly see from long distances – and that will bring them closer to your content. That's truly engaging.

TRANSLUX



TLVISION

20mm Outdoor LED Large Screen System (TL-OV20)



You usually don't see the term "value" associated with large screen digital displays, but all that's changed now. The Trans-Lux TL Vision 20mm LED large screen system is setting new benchmarks in value with its combined performance capabilities and price point. It's the big board solution that will engage viewers with outstanding images, while engaging your attention to the bottom line.

Specifications

Lamp		Display	
LED Type	Oval Lamp	Viewing angle (H / V)	140° / 70°
Wavelength	R: 620 nm / G: 524 nm / B: 468 nm	Brightness	≥6000 cd / m ²
Intensity	R: 920 mcd / G: 2000 mcd / B: 610 mcd	Pixel density	2500 / m ²
Board		Max. power consumption	648 (W / m ²)
Pixel configuration	2R/1G/1B	Avg. power consumption	227 (W / m ²)
Physical pixel pitch	20 mm	Max. current @ 220V, 60Hz	3.12 (Amps / m ²)
Virtual pixel pitch	10 mm	Power factor	>0.95
LED drive method	Static	Operating temp. / humidity	-20°C to +65°C / 10% to 95%
Physical board resolution	16 x 8 (W x H)	Storage temp. / humidity	-30°C to +70°C / 10% to 95%
Virtual board resolution	32 x 16 (W x H)	Processing	16 bit
Board size	320 mm x 160 mm x 30 mm (W x H x D) 12.6" x 6.3" x 1.18" (W x H x D)	Refresh rate	1000 Hz
		Frame rate	60 fps
		Dimming levels	Manual - 100 levels, automatic - 16 levels
		Certifications	ETL & CE

Module	MP20-C001	MP20-C002	MP20-C003	MP20-C004
Cabinet concept number	MP20-C001	MP20-C002	MP20-C003	MP20-C004
LED board array	2 x 5 (W x H)	2 x 6 (W x H)	2 x 7 (W x H)	4 x 6 (W x H)
Physical module resolution	32 x 40 (W x H)	32 x 48 (W x H)	32 x 56 (W x H)	64 x 48 (W x H)
Virtual module resolution	64 x 80 (W x H)	64 x 96 (W x H)	64 x 112 (W x H)	128 x 96 (W x H)
Module area	0.51 m ² / 5.49 ft ²	0.614 m ² / 6.61 ft ²	0.717 m ² / 7.71 ft ²	1.23 m ² / 13.23 ft ²
Module size (W x H x D)	640 x 800 x 232 mm 25.2 x 31.5 x 9.13 in.	640 x 960 x 232 mm 25.2 x 37.8 x 9.13 in.	640 x 1120 x 232 mm 25.22 x 44.13 x 9.13 in.	1280 x 960 x 232 mm 50.39 x 37.8 x 9.13 in.
Module weight	30 kg / 66 lbs	35 kg / 77 lbs	40 kg / 88 lbs	68 kg / 149.9 lbs
Power	100-264VAC / 47-63Hz	100-264VAC / 47-63Hz	100-264VAC / 47-63Hz	100-264VAC / 47-63Hz
Ingress protection	Front IP65 / Rear IP43	Front IP65 / Rear IP43	Front IP65 / Rear IP43	Front IP65 / Rear IP43
Service access	Front / Rear	Front / Rear	Front / Rear	Front / Rear

Specifications are subject to change without notice.

TRANSLUX

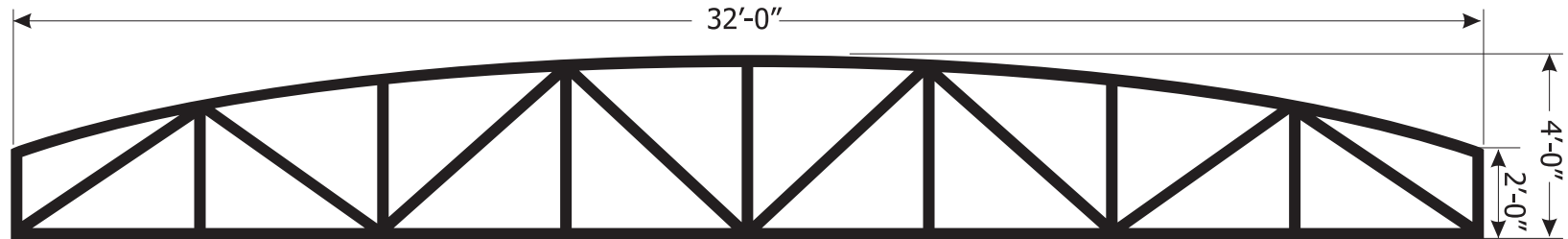
Trans-Lux Corporation
26 Pearl Street, Norwalk, CT 06850
800-243-5544 • www.trans-lux.com

"THIS SIGN IS INTENDED TO BE INSTALLED IN ACCORDANCE WITH THE REQUIREMENTS OF ARTICLE 600 OF THE NATIONAL ELECTRIC CODE AND/OR OTHER APPLICABLE LOCAL CODES. THIS INCLUDES PROPER GROUNDING AND BONDING OF THE SIGN"

NAME: SPORTS EQUIPMENT - FROST-KALNOW	DRAWING#: 14061003 DATE: 6-10-2014
ADDRESS:	APPROVED BY:
CITY / ZIP:	SALESMAN:
FILE: FROST-KALNOW STADIUM	CELL:



CUSTOMER SUPPLIED ARTWORK



TRUSS MADE FROM 3" SQUARE ALUMINUM TUBING AND PAINTED BLACK - PMS TRUE BLACK

SCALE: 1/4" = 1'-0"



(SEE PAGE 3 FOR CROSS SECTION DETAILS)

CHANNEL LETTER DETAILS

RETURNS: PAINTED BLACK
TRIM CAP: BLACK
FACES: WHITE ACRYLIC WITH
TRANLUCENT YELLOW VINYL
AND BLACK VINYL OUTLINE

FRONT LIT LED ILLUMINATED CHANNEL LETTERS AND CLOUD SIGNS

SCALE: 1/4" = 1'-0"

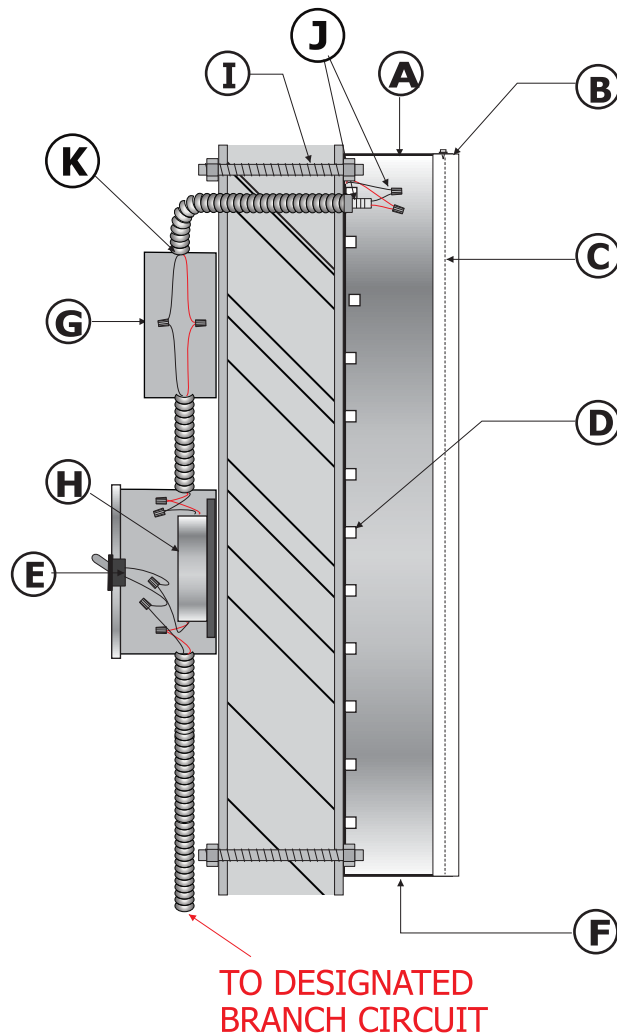


FRONT LIT LED ILLUMINATED CHANNEL LETTERS AND CLOUD SIGNS ATTACHED TO TRUSS

SCALE: 1/4" = 1'-0"

NAME: SPORTS EQUIPMENT - FROST-KALNOW	DRAWING#: 14061003 DATE: 6-10-2014
ADDRESS:	APPROVED BY:
CITY / ZIP:	SALESMAN:
FILE: FROST-KALNOW STADIUM	

DIAGRAM 1# CROSS SECTION DETAIL



- (A)** 5" -.060 ALUMINUM BACKS & .040 RETURNS PAINTED BLACK
- (B)** 1" BLACK TRIM CAP
- (C)** TRANSLUCENT YELLOW VINYL & BLACK VINYL APPLIED TO WHITE FACES
- (D)** PRINCIPAL WHITE LED LISTED EXTERIOR
- (E)** 20 AMP DISCONNECT SWITCH
- (F)** 1/4" DRAIN OPENING
- (G)** SPLICE ENCLOSURES
PAIGE POWER SOURCE BOX, KEYSTONE #KTLD-60-UV-12V 60W CLASSZ 12 VOLT POWER SUPPLY
- (H)** PAIGE POWER SOURCE BOX, KEYSTONE #KTLD-60-UV-12V 60W CLASSZ 12 VOLT POWER SUPPLY
- (I)** 1/4"-20 ALUMINUM STUDS (THRU BOLTS)
PAGE PLUS PLTC 18GA. LED CABLE
- (J)** LISTED WIRE CONNECTORS GREY #18GA.
HEYCO SB37-4 BUSHINGS (SILICONE FEEDS)
- (K)** #8400 NON-METALLIC CABLE CONNECTORS

REMOTE LED CHANNEL LETTERS

INSTALLATIONS INSTRUCTIONS ATTACHED

NAME: SYLVANIA COUGARS	DRAWING#: 14060901 DATE: 6-9-2014
ADDRESS: XXX	APPROVED BY:
CITY / ZIP: XXX	SALESMAN:
FILE: SPORTS EQUIPMENT - COUGARS	CELL:

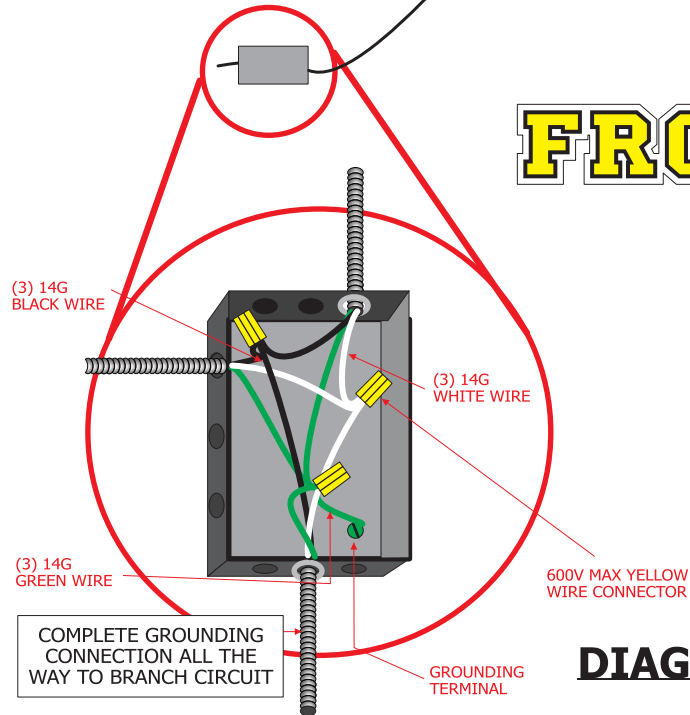
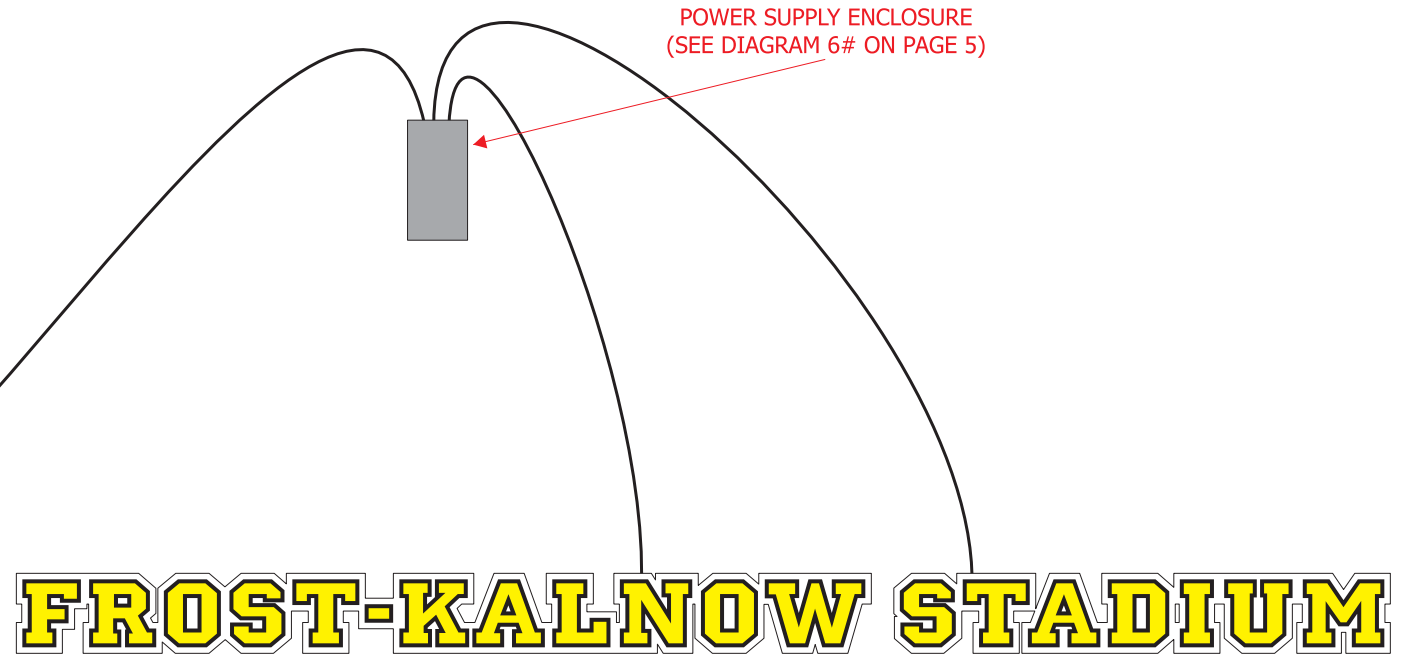


DIAGRAM 3#

FIELD NOTE ASSEMBLY

ASSEMBLY IS REQUIRED, ALL ENCLOSURES, ENCLOSURE COVERS AND FITTINGS ARE TO BE SECURELY FASTENED. ENCLOSURES ARE TO BE FASTENED TO FRAMING. THIS SIGN IS TO BE INSTALLED IN ACCORDANCE WITH NEC-NFPA 70 AND LOCAL REQUIREMENTS.

NAME: SYLVANIA COUGARS	DRAWING#: 14060901	DATE: 6-9-2014
ADDRESS: XXX	APPROVED BY:	
CITY / ZIP: XXX	SALESMAN:	
FILE: SPORTS EQUIPMENT - COUGARS	CELL:	

DIAGRAM 6#

PAIGE#980054B

(SEE INSTALLATION INSTRUCTIONS ATTACHED)

(2) 18G
BLACK WIRE

600W YELLOW WIRE
CONNECTOR

20A WESTRIM Sw20
TOGGLE SWITCH

(2) 18G
WHITE WIRE

(2) 18G
GREEN WIRE

GROUNDING
LUG

KEYSTONE
NO. KT LD-60-UV-12V
(SEE INSTALLATION INSTRUCTIONS ATTACHED)

18G BLUE
(POWER SUPPLY)
18G BLACK

#18400 NON-METALLIC
CABLE CONNECTORS

PAIGE PLTC OUT

1/2" METALIC FLEX
CONDUIT IN FROM
BRANCH CURCUIT

FIELD NOTE ASSEMBLY

ASSEMBLY IS REQUIRED, ALL ENCLOSURES,
ENCLOSURE COVERS AND FITTINGS ARE TO
BE SECURELY FASTENED. ENCLOSURES ARE
TO BE FASTENED TO FRAMING. THIS SIGN
IS TO BE INSTALLED IN ACCORDANCE WITH
NEC-NFPA 70 AND LOCAL REQUIREMENTS.

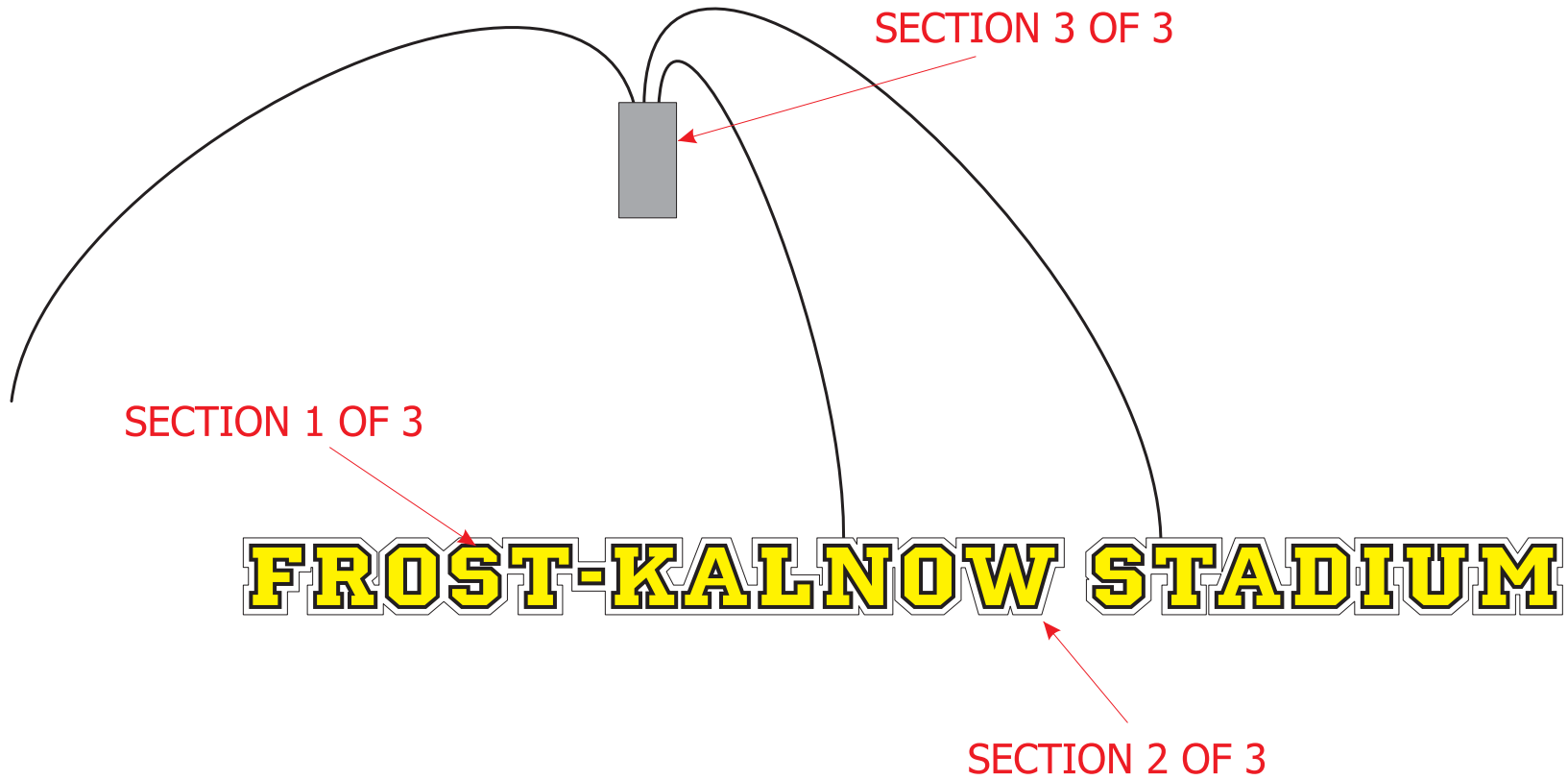
FIELD NOTE ASSEMBLY

KEEP PRIMARY WIRING
AND SECONDARY CLASS 2
WIRING ISOLATED
AND SEPERATED

FIELD NOTE ASSEMBLY
COMPLETE GROUNDING
CONNECTION ALL THE
WAY TO BRANCH CIRCUIT

NAME: SYLVANIA COUGARS	DRAWING#: 14060901 DATE: 6-9-2014
ADDRESS: XXX	APPROVED BY:
CITY / ZIP: XXX	SALESMAN:
FILE: SPORTS EQUIPMENT - COUGARS	


SECTION CONFIGURATION FOR FROST-KALNOW STADIUM TRUSS SIGN



NAME: SYLVANIA COUGARS	DRAWING#: 14060901 DATE: 6-9-2014
ADDRESS: XXX	APPROVED BY:
CITY / ZIP: XXX	SALESMAN:
FILE: SPORTS EQUIPMENT - COUGARS	

MINIMUM BEND RADIUS INCHES (CM)		MAXIMUM LOADING POUNDS (N)	
INSTALLATION	LONG TERM	INSTALLATION	LONG TERM
4.6 (11.8)	3.1 (7.8)	600 (2670)	200 (890)

CUSTOMER PROVIDED
DATA TO MESSAGE CENTER CABLE
4 CDR FIBER OPTIC CABLE
OPTICAL CABLE PART# DX004-050D-WLS-900-OFNR
OR EQUIVALENT (3/4" OR LARGER CONDUIT RECOMMENDED)
SEE 12810-004 SPECIFICATIONS



1 - TLX PROVIDED
25' INTERFACE CABLE
TLX PART# 16-5010-02

CUSTOMER PROVIDED COMPUTER MUST MEET THE PROLINE MINIMUM PC REQUIREMENTS. SEE Y1463 SPECIFICATIONS.

1 - TLX PROVIDED
FIBER SPLICE BOX
3 DOUBLE PORT BOX
TLX PART# TLV-FIBER BOX

1 - TLX PROVIDED
DVI CABLE

1 - TLX PROVIDED
USB CABLE

1 - TLX PROVIDED
V8 TRANSMITTER BOX
RT-V8
(FIBER ADAPTER
INTERNAL ON RT-V8)

CUSTOMERS
120 VAC, 60 HZ,
GROUNDED OUTLET

CABLE

Fair-Play
A TRANS-LUX COMPANY

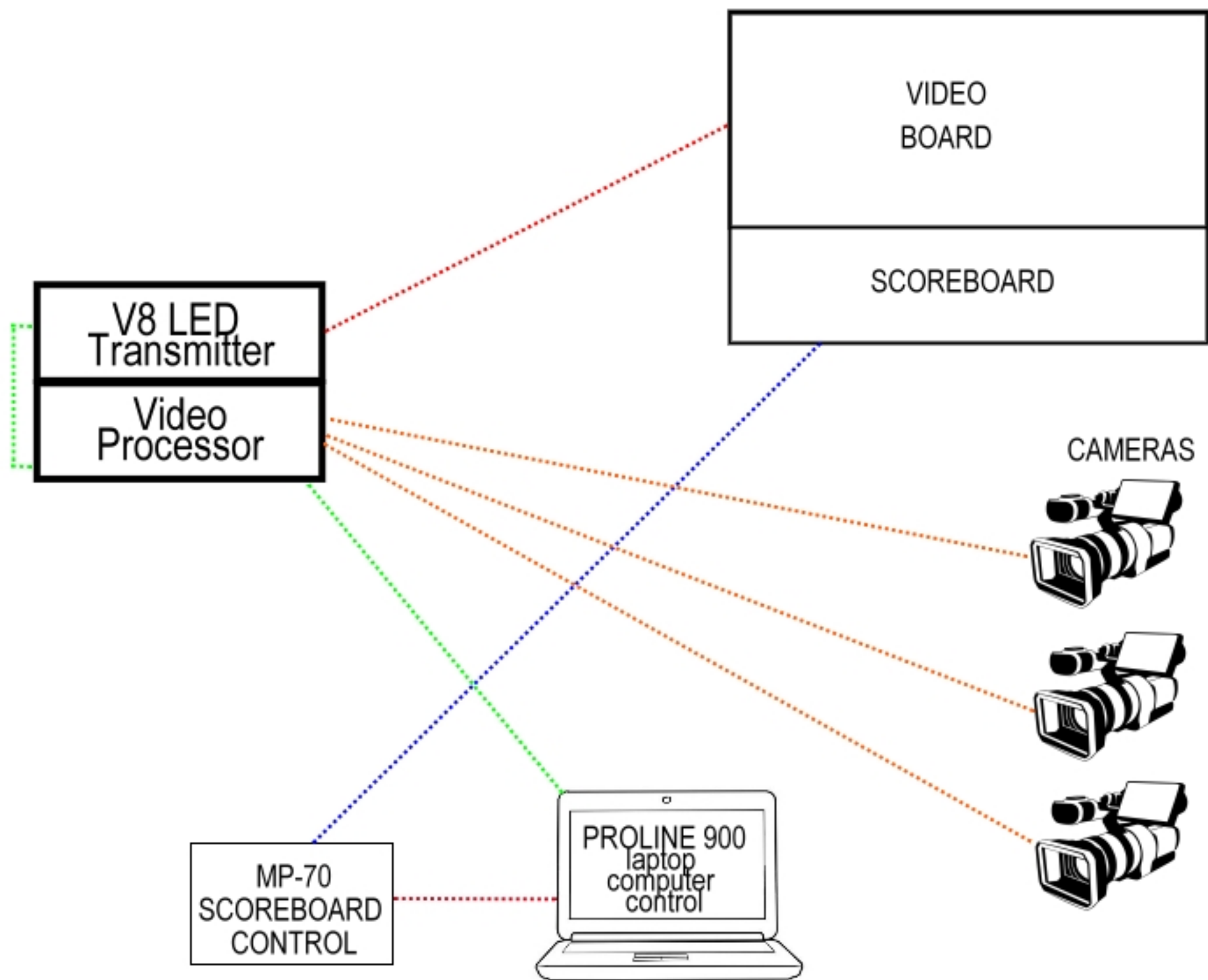
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TITLE	TLVISION FIBER TO TLV-V9, MP70 TO PROLINE LAPTOP
-------	-----------------------------------------------------

DRAWN BY	CCR
DATE	4-17-13
SCALE	NONE

A	MODEL:
	TLV SPORTS
DWG. NO.	
01-9200-91	

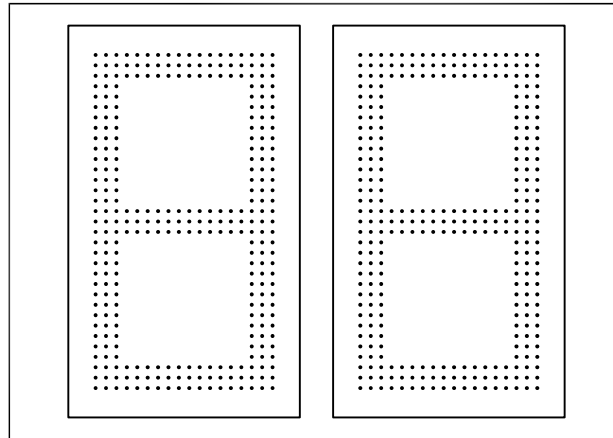
A	CHANGED COMPUTER NOTE	4-17-13	CCR
OR	ORIGINAL RELEASE	3-2-13	CCR
REV.#	CHANGE	DATE	BY



PRESSBOX CONTROL AREA

Fair-Play

A TRANS·LUX· COMPANY



T-830-2

T-830-2

SIZE: 4'-3"L X 3'-0"H X 10.25"D

POWER: 120 VAC, 60 Hz., 1-PHASE
1 AMP. (PER DISPLAY)

120 VAC AT THE CONTROL LOCATION.

CONTROL CONSOLE: MP-70, HS-70 HAND SWITCH.
CONTROL CABLE: (1) TWO CONDUCTOR SHIELDED.
(IF WIRELESS ORDERED, NO CABLE REQ'D.)

LED'S: AMBER LED.

OPTIONS: OPTIONAL MP-70 WIRELESS OPERATION.

ESTIMATED WEIGHT: 95 LBS. PER DISPLAY.

* REFERENCE 01-0500-01 FOR INSTALLATION NOTES.

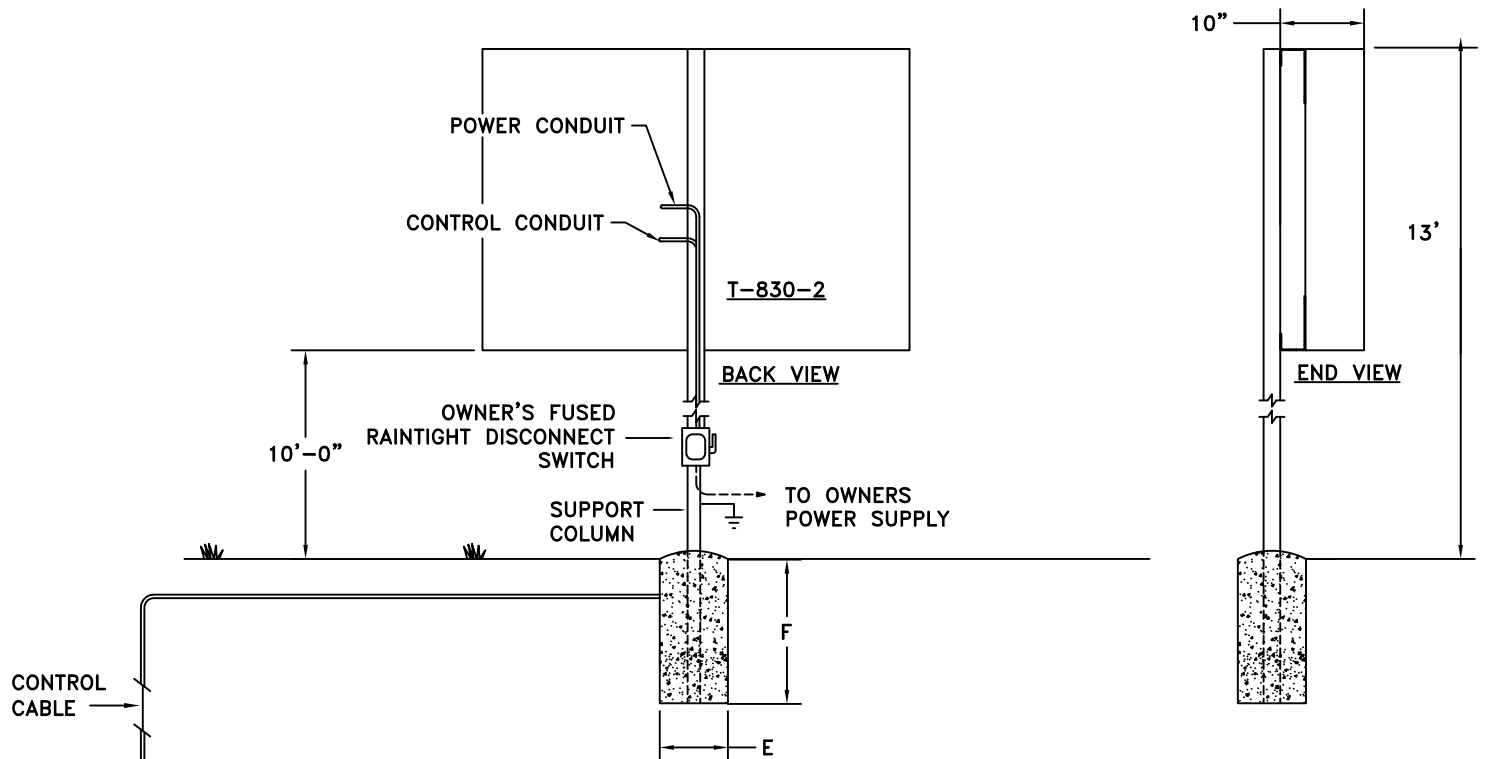
WEB ADDRESS
FAIR-PLAY SCOREBOARDS
FACTORY ADDRESS
PHONE

fair-play.com
PO BOX 1847
1700 DELAWARE AVE.
515-265-5305

DES MOINES, IOWA 50305-1847
DES MOINES, IOWA 50317-2999

031402 BEW

A	GENERAL UPDATES	11-09-07	BEW	01-0830-05-1
REV.#	CHANGE	DATE	BY	

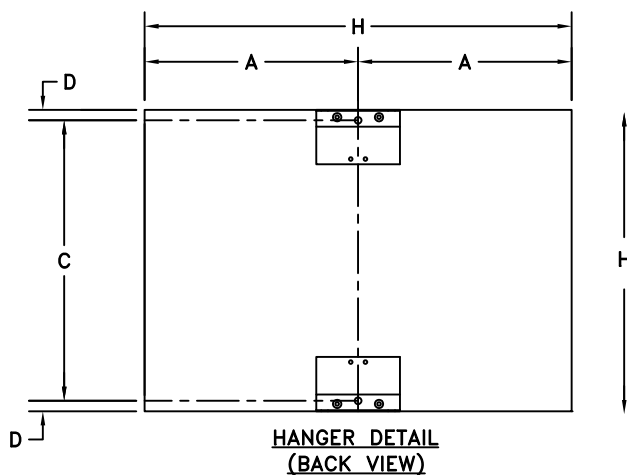


COLUMNS AND FOOTINGS SHOWN HERE, PROVIDED BY OTHERS, ARE SIZED TO COMPLY WITH IBC 2009 90 MPH EXPOSURE B REQUIREMENTS. THE MANUFACTURED PRODUCT EXCEEDS THE REQUIREMENTS OF IBC 2009 90 MPH EXPOSURE B AS MOUNTED IN THIS DRAWING. SOIL STRENGTH WITH ALLOWABLE STRESSES OF 100 psf PER FT BELOW NATURAL GRADE. DESIGN SHOULD BE ALTERED FOR DIFFERENT SOIL CONDITIONS, CLEARANCE, OR LOCAL CODES. FAIR-PLAY ASSUMES NO RESPONSIBILITIES FOR INSTALLATIONS DONE BY OTHERS.

CONTROL CABLES- SUGGEST 3/4" CONDUIT BE USED FOR BURIED CABLE IN AREAS WHERE IT MAY BE SUBJECT TO MECHANICAL DAMAGE. POWER WIRES SHOULD BE ROUTED IN SEPARATE CONDUIT FROM CONTROL CABLE.

INSTALLATION DRAWING SHOULD BE REVIEWED BY A LICENSED PROFESSIONAL ENGINEER IN YOUR AREA PRIOR TO CONSTRUCTION.

REFERENCE 01-0500-01 FOR INSTALLATION NOTES.



DIMENSIONS

A	B	C	D	E	F	G	H	COLUMNS	POWER
3'-7 1/2"	1'-6"	2'-9 1/2"	1 1/4"	2'-6"	5'-0"		3'	W6 X 9	REFERENCE: 01-0830-23-1



Scoreboard Controller MP-70

Multiple sport controller, which stores up to six (6) sport/scoreboard configurations for ease of operation and flexibility. Jumping clock feature allows 1/10th of a second to be displayed on scoreboards in the last minute of a game.. In the last minute of the game the seconds “jump” to the left and 1/10th seconds display on the right. Easy-to-read, two-line LCD information display on the control showing time and other data by instant recall. Control has a memory circuit retaining game information in case of loss of power. Available as wireless, battery powered or direct-wired.

Power 120v
Battery Powered (optional)
Wireless (optional)
FCC Approved Yes
Protective Case Yes

ProLine[®] Controller Software

ProLine is a powerful software program that control electronic displays. ProLine is composed of modules that allow you to create, schedule, and quickly change the content of your display. Each module is focused toward a specific aspect of your display needs. ProLine supports virtually all of native window formats such as .gif, .jpg, .avi, and dozens of others. This allows you to import images, animations, and video that you already possess into ProLine and display it with ease.

Component Features

Message Editor

- Display and edit messages simultaneously.
- Animate at rates of up to 30 frames per second.
- Divide frames into separate layers for ease of drawing and text manipulation.
- Draw with standard tools including: pencil, eraser, line, circle, square, paint can, color selector, cut, copy, paste, fetch, invert, fill, combine, clear, mirror, rotate, move, shadow.
- Import BMP, JPG, GIF, AVI and other computer animation file formats.
- Use any Windows font or custom Raster fonts.
- Center messages and graphics automatically.
- Apply multiple entry, hold and exit display modes (including: copy on, static, hold, push, travel, slide, flash, fade, blank and two versions of spell). Modes can move in eight directions and be applied to a single frame or to various layers of the same frame.
- Preview messages.

Schedule Editor

- Schedule an unlimited number of messages.
- Mix video, graphics and text.
- Schedule messages to play simultaneously on multiple signs.
- Prioritize messages to play in sequence, play after the current message or interrupt the current message.
- Change schedule properties of multiple messages simultaneously.

Interactive Commander*

- Run multiple schedules on multiple signs.
- Set up any computer key as a user-defined hotkey that will control multiple messages.
- Switch between video channels and turn the video on and off with a click of a button.
- Change zone layouts with new schedules.
- Categorize messages for easy play back.
- Prioritize messages. This function is the same in the Schedule Editor.
- Count automatically the number of times a message has been displayed during a game to avoid overuse of a single message.

Sign Viewer

- See what is showing on any sign or zone.
- View sign in lamp or pixel mode with correct aspect viewing ratio.
- Drag & drop image files on sign viewer to instantly play on the sign.
- View contents of message queue for sign.
- Select which sign or zone to view.

Sign Previewer

- Preview all message types available for display on the sign.
- Preview in lamp or pixel mode with correct aspect viewing ratio.
- Zone Editor*
- Create sign layouts with multiple zones
- Overlap zones with transparent backgrounds for "picture in picture" effects. Although zones must be rectangular, the regions around the zone need not be rectangular.
- Include the same zone in different layouts.
- Save zone layouts as independent files for re-use.

Configuration Editor

- Define and save multiple signs.
- Specify 11 different sign types.
- Specify your specific lamp layout and colors.
- Specify power and dim levels.
- Manipulate and easily edit signs in the list.
- Interface with optional peripheral devices, video equipment and sound systems.

Central Control for all displays

- Receive and display real time external data feeds.
- Control multiple signs and sign types.
- Display a sortable log of messages that the system has played and show any interruptions.

Video Manager*

- Send live video feed in real time to the full matrix display or scale video to any size zone.
- Play live video on separate monitor in real time.
- Access video controls (locate and start/stop the video, change input channels, adjustments of brightness, hue, saturation, contrast and others) at any time.
- Display separate video inputs in different zones (requires additional video card).

Other System Features

- Display Time and Temperature.
- Resize messages automatically.
- Navigate through operating system with pull-down menus and on-line help.
- Operate remotely.
- Restart message schedule automatically after power outage.
- Maintain internal clock and calendar function during power outage.
- Use standard Windows approach to context-sensitive online help with table of contents, index, full-text search, and hyperlinks.
- Launch ProLine components directly from certain help topics.
- Print individual help topics or all topics under the current heading.
- Use troubleshooting wizard to help solve common problems.

Minimum System Specifications

- Windows XP Professional
- 1.7 GHz Pentium® 4processor
- PCI card (provided with software) or USB ProComm (provided)

- 256 MB RAM
- 1024x768 Screen Resolution
- USB 1.1 or 2.0 (preferred)
- Hard Drive Capacity 40 GB
- Hard Drive RPM: 7200

Optional Interfaces

ProLine interfaces expand the capabilities of your electronic display or scoreboard by talking to other sources. Get out-of-town scores, turn your marquee into a track scoreboard or track detailed stats.

LVP601

LED Video Processor

USER'S MANUAL

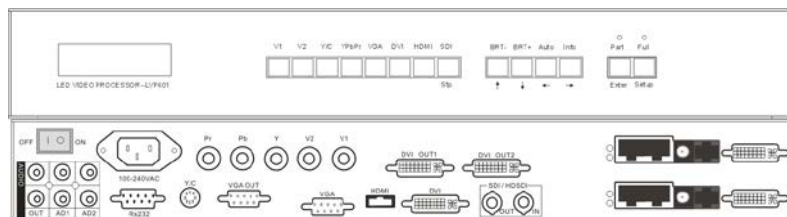


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I. Safety Precautions

Danger!

There is high voltage in the processor, to prevent any unexpected hazard, unless you are a maintenance, please do not open the cover of the device.

Warning!

1. This device shall not encounter water sprinkle or splash, please do not place anything containing water on this device.
2. To prevent fire, keep this device far from any fire source.
3. To keep good ventilation, there shall be at least 20cm interval between frontal and rear panel of the device.
4. If this device gives out any strange noise, smoke or smell, please immediately unplug the power cord from receptacle, and contact local dealer.
5. **Please do not plug or unplug DVI signal cable when the device on power.**

Caution!

1. Please thoroughly read this manual before using this device, and keep it well for future reference.
2. In the event of lighting or when you are not going to use the device for a long time, please pull the power plug out of receptacle.
3. Nobody other than professional technicians can operate the device, unless they have been appropriately trained or under guidance of technicians.
4. To prevent equipment damage or electric shock, please don't fill in anything in the vent of the device.
5. Do not place the device near any water source or anywhere damp.
6. Do not place the device near any radiator or anywhere under high temperature.
7. To prevent rupture or damage of power cords, please handle and keep them properly.
8. Please immediately unplug power cord and have the device repaired, when
 - 1) Liquid splashes to the device.
 - 2) The device is dropped down or cabinet is damaged.
 - 3) Obvious malpractice is found or performance degrades.

II. Connections of hardware

1. Rear view

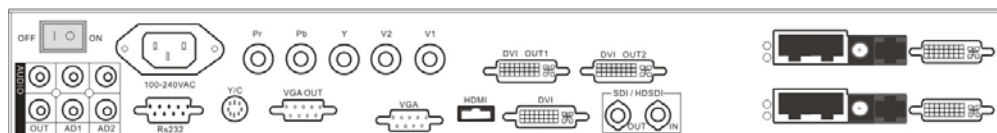


Figure 1

2. Port description

1) Video Input

LVP601 supports 7-channel signal input, including:

Port name	Description
V1~V2	2-channel PAL/NTSC composite video input
Y/C (S_Video)	1-channel PAL/NTSC S_Video input
YPbPr	1-channel SD/HD component signal input
VGA	1-channel computer analog signal input
DVI	1-channel computer digital signal input
HDMI	1-channel digital SD/HD signal input

2) Audio Input

LVP601 supports 3-channel stereo audio switch. Of which, 1 channel is HDMI audio, the other 2 channels are AD1, AD2 external input audio. AD1 and AD2 can be mapped to the V1, V2, Y/C, YPbPr, VGA or DVI video input, and will be switched synchronous to the selection of video input signals.

3) Video Output

Port name	Description
VGA OUT	1-channel analog RGBHV signal output, it can be connected to a local display device and used as monitor (it is strongly recommended to use this port when operating and setting LVP601).
DVI OUT 1 / DVI OUT 2	2 same DVI digital graphic signal output, it can be connected with external LED transmission card or LED transmission box

4) Audio Output (AUDIO OUT)

Corresponds to the selected video input signal, output this channel audio input signals.

5) Signals of other ports

RS232 serial communication port, a spare port.

III. Frontal panel operations

1. Diagram of frontal panel

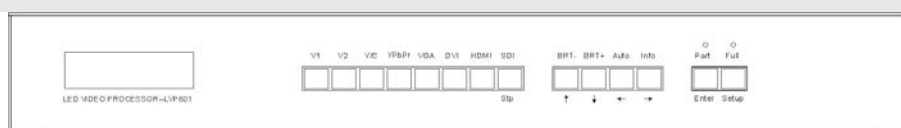


Figure 2

2. Button instructions (operation mode):

1) Select input video source

Button names	Description
V1, V2	Select V1, V2 BNC port from which signal is input
Y/C (S_Video)	Select S-Video from which signal is input
YPbPr	Select component signal input
VGA	Select computer analog signal input
DVI	Select computer digital signal input
HDMI	Select HDMI digital signal input

Switch audio input while operating above buttons, select the audio signal input from corresponding video input to output it through **Audio OUT**.

Notes: when user has selected input signal, the current input signal source that you selected, e.g.: **HDMI** will appear in the first line in LCD, and the status of current input signal source will appear in the second line. If there are no valid signal input, "**No Input**" will appear in the screen and dark screen will be displayed on the LED screen; if the signal is valid, the input signal format, e.g.: "**1080p_60Hz**" will appear in the screen.

2) Select output brightness

Button names	Description
BRT -	Decrease output image brightness of LVP601 , the lowest brightness is 0.
BRT +	Increase output image brightness of LVP601 , the highest brightness is 64.

LVP601 supports 32 levels Brightness, "0" represents the lowest brightness, 64 represents the highest brightness. To ensure full gray level of output image, normally the output brightness is set

as 64!

3) VGA input auto adjustment (Auto)

When the current VGA input source of **LVP601** is a valid signal, press this button, **LVP601** will automatically adjust the sampling parameters of the VGA signals, so as to make VGA picture clean and complete.

In general, this operation is made only when new VGA signal source is to be connected in. The time spent in auto adjust depends on the conditions of signal source, but will be no longer than 1 minutes. Sometimes user need repetitively do such adjustment till VGA picture looks clean, complete and stable.

4) Information display (Info)

Press this button to view current settings and information of **LVP601**, it consists of 15 items. If you press "**Info**" again before **LVP601** exit information display, **LVP601** will continue to display the next item of information.

5) Select Full/Part display (Full, Part)

Button names	Description
Full	Full means that LED will display a full picture.
Part	Part means that LED only display a part of a picture.

IV. Setup

The following setups must be made by relevant qualified

technicians. For ordinary users, unless they have received adequate relevant training, they shall not attempt the following setup operations!

There are 14 items in 5 categories available for you to set in **LVP601**. Technicians can set these items as necessary, for details see the table below:

Category		Items		Description
1	Language Selection	1	Language 语言	
2	Output Image Setup	2	Hori_Start	Output horizontal start
		3	Hori_Width	Output width
		4	Vert_Start	Output vertical start
		5	Vert_Height	Output height
		6	Out_Format	Output resolution
3	Brightness / Color	7	Brightness	
		8	Color	
4	Input Image Setup	9	Input_Width	Width of input image
		10	Input_Height	Height of input image
		11	Hori_In_Str	Input horizontal start
		12	Vert_In_Str	Input vertical start
5	Audio Configurations	13	Audio1 Confi	Audio1 configurations
		14	Audio2 Confi	Audio2 configurations

1. Enter Setup of LVP601

Press “Setup” for consecutive 8 times while in operation mode, “ **Password: 8 Enter Setup ...**” will appear in LCD, **LVP601** will enter the No.1 setup item.

After **LVP601** enters the setup mode, the 7 buttons on frontal panel will have the functions as defined in table below:

Name	Functions
Step	Select step value 1 or 10
↑	Move to last item
↓	Move to next item
←	Decrease value or select last value
→	Increase value or select next value
Enter	Save the adjustment or selected values
Setup	Enter or exit setup mode

After **LVP601** enters setup mode, the relevant setup information will be displayed in LCD as per the layout shown in the figure below:

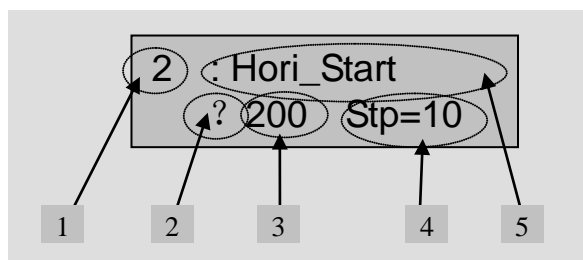


Figure 3

As shown in above figure, LCD consists of five sectors:

Sector	Description
1	The No. of current setup item
2	? : ask you whether to save the adjustment; ! : the adjustment already be saved and takes effect.
3	Newly adjusted value
4	Step value
5	Name of current setup item

2. Select language

No.1 Item: “**Language** 语言 ”

After entering setup mode, **LVP601** will enter the first setup item “**Language** 语言 ”. **LVP601** supports Chinese and English display, press “ ← ” or “ → ” to select either of them, then press “**Enter**” to save it and make it valid.

3. Output image setup

LVP601 outputs images from VGA OUT, DVI OUT1 and DVI OUT2. there are 7 output formats as listed in the table below. User can enter the No.6 setup item “**Out_Format**” to select one for them.

	Format
1	1024×768_60
2	1024×768_75
3	1280×1024_60
4	1280×1024_75
5	1600×1200_60
6	1920×1080_50
7	1920×1080_60

No.6 Item: “Out_Format”

Press “←” or “→” key to select 1 output format listed under this option, then press “Enter” to save it.

If you select “**1024×768_60**”, the output resolution of **LVP601** will be 1024×768, the vertical refresh rate is 60Hz.

However, the resolution of LED screen is not exactly 1024×768 pixels. When the resolution of LED screen is less than 1024×768 pixels, we can set **LVP601** to output the images exactly fitting the resolution of LED screen, so that the LED could display a full frame of image. See the schematic diagram below:

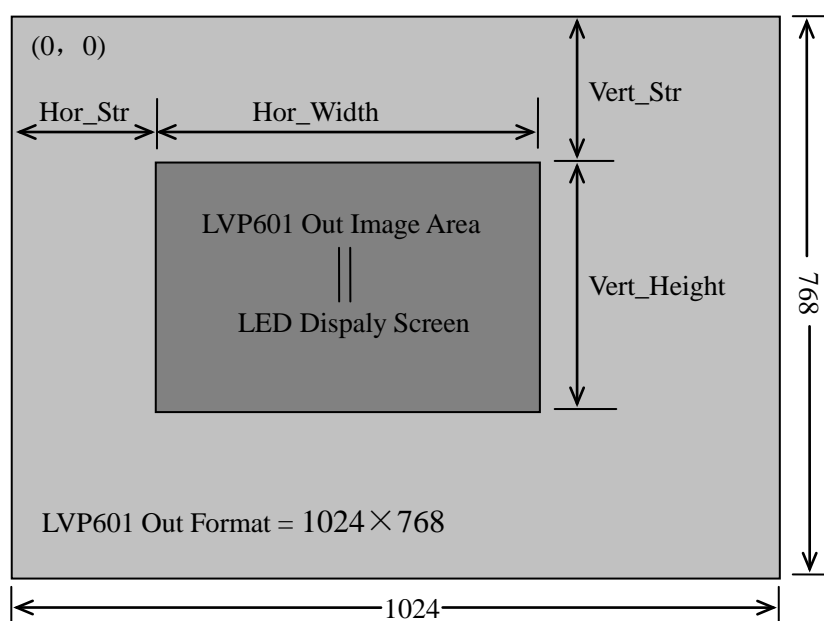


Figure 4

As above figure shows: the size and location of **LVP601** output images are defined by 4 groups of parameters, which correspond to four setup items respectively, for details of their relationship see Table 5 below:

No. of setup item	Setup Item Name	Names of parameters
2	Hori_Start	Hor_Str
3	Hori_Width	Hor_Width
4	Vert_Start	Vert_Str

5	Vert_Height	Vert_Height
----------	--------------------	-------------

The start coordinates (0, 0) of **LVP601** output image is defined in the right_top of 1024×768 pixels output area.

Set the four setup items as listed in above table as per the size of current LED screen (pixels) and start position of the input image that LED displays. Press “↑” or “↓” to select setup item, press “←” or “→” to increase or decrease the values of current item. Press “**Enter**” to save the settings.

4. Brightness / Color

No.7 setup item: “**Brightness**”

LVP601 supports 32 levels Brightness, “0” represents the lowest brightness, 64 represents the highest brightness.

Press “←” or “→” to increase or decrease the values of brightness. Press “**Enter**” to save the settings.

To ensure full gray level of output image, normally the output brightness is set as **64** !

No.8 Item: “**Color**”

For V1, V2, Y/C, YPbPr and HDMI video input source, **LVP601** can set color saturation for them ranging between 22-38. The lower this value is, the weaker the color looks; the higher this value is, the stronger the color looks. Press “←” or “→” to increase or decrease the values of color saturation. Press “**Enter**” to save the settings.

Normally the value of color saturation is set as **30** !

5. Input image setup

LVP601 supports multiple machine to work together in parallel, in such mode, a number of small LED screen make up a large screen. If the output format of **LVP601** is:1920×1080, when 2 sets of **LVP601** are

connected in parallel, they can connect any LED screen of no higher than 3840×1080 pixels.

When a number of **LVP601** are connected in parallel in applications, user should set input image parameters of each **LVP601**. For details of parameters see the table below:

Items No.	Item Name
9	<i>Input_Width</i>
10	<i>Input_Height</i>
11	<i>Hori_In_Str</i>
12	<i>Vert_In_Str</i>

Figure below shows the example of a 2×2 sets of **LVP601** connected in parallel, in which 4 small LEDs makes up a large screen. Provided the resolution of each small LED is 1728×960, the output image of each set of **LVP601** will first be set as below:

Out_Format = 1920×1080

Hori_Width = 1728

Vert_Height = 960

Then we should set the input images of each set of **LVP601**. As shown in figure below, to show a complete large picture, each set of **LVP601** shall capture the corresponding part of input images.

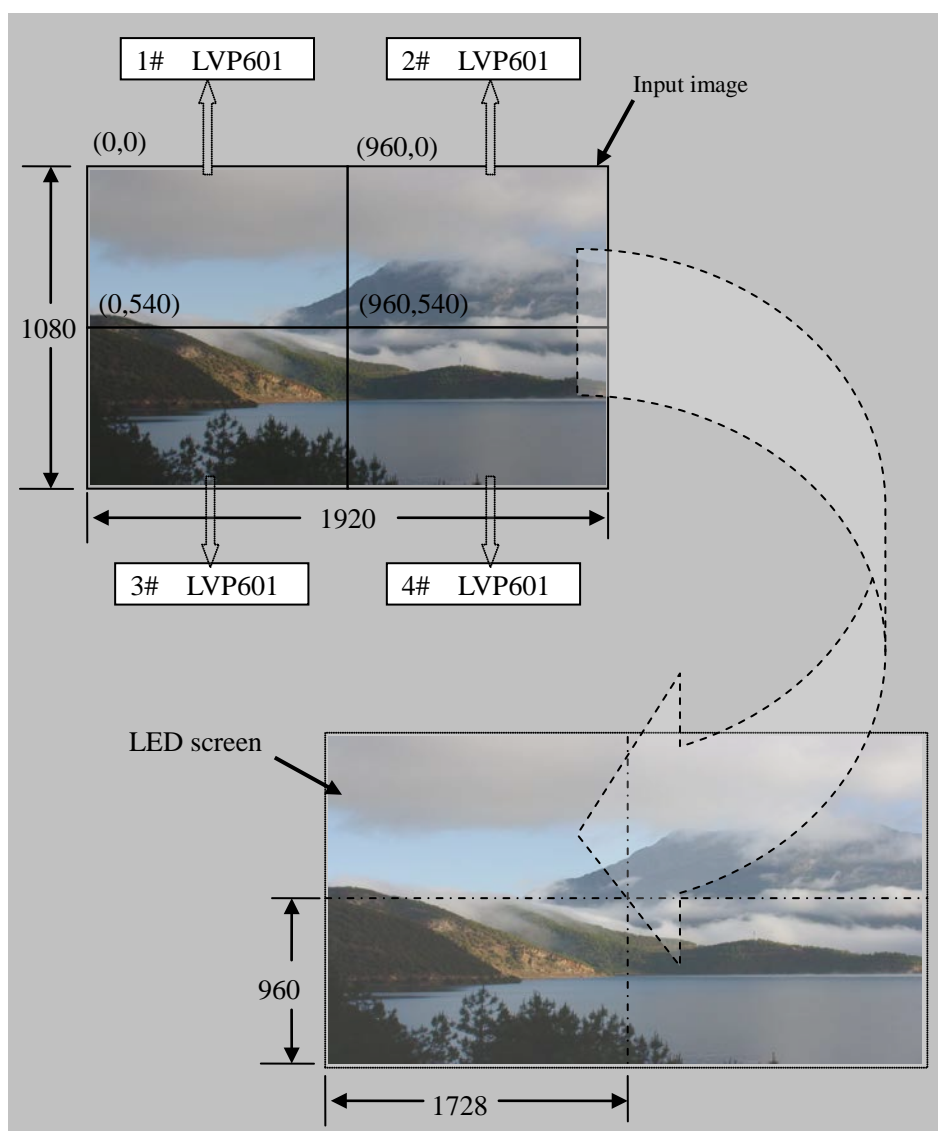


Figure 5

No.9 Item: "Input_Width"

This item has three values for your choice, i.e.: **100%**, **1/2** and **1/3**. **100%** means that 100% images in horizontal direction are input; **1/2** means only a half of images are input. If 3 sets of **LVP601** are connected in parallel in horizontal direction, each set of **LVP601** will capture 1/3 of input image. Press "←" or "→" key to select width of input image, then press "**Enter**" to save the settings.

As shown in Figure 5, the width of input image for the 4 sets of **LVP601** should be set as:

Input_Width = 1 / 2

No.10 Item: "*Input_Height*"

This item has three values for your choice, i.e.: **100%**, **1/2** and **1/3**. **100%** means that 100% images in vertical direction are input; **1/2** means only a half of images are input. If 3 sets of **LVP601** are connected in parallel in vertical direction, each set of **LVP601** will capture 1/3 of input image. Press "**←**" or "**→**" key to select height of input image, then press "**Enter**" to save the settings.

As shown in Figure 5, the height of input image for the 4 sets of **LVP601** should be set as:

***Input_Height* = 1 / 2**

No.11 Item: "*Hori_In_Str*"

It is used to set the horizontal start point of input image from which **LVP601** will capture. As shown in Figure 5, the the horizontal start point of the four sets of **LVP601** are set as below respectively:

- 1# **LVP601 *Hori_In_Str* = 0**
- 2# **LVP601 *Hori_In_Str* = 960**
- 3# **LVP601 *Hori_In_Str* = 0**
- 4# **LVP601 *Hori_In_Str* = 960**

No.12 Item: "*Vert_In_Str*"

It is used to set the vertical start point of input image from which **LVP601** will capture. As shown in Figure 5, the the vertical start point of the four sets of **LVP601** are set as below respectively:

- 1# **LVP601 *Vert_In_Str* = 0**
- 2# **LVP601 *Vert_In_Str* = 0**
- 3# **LVP601 *Vert_In_Str* = 540**
- 4# **LVP601 *Vert_In_Str* = 540**

6. Audio configurations

LVP601 supports **3** channels of dual-channel audio switch. Of which, 1 channel is HDMI audio, the other 2 channels are AD1, AD2 external input audio. AD1 and AD2 can be mapped as audio input for V1, V2, Y/C, YPbPr, VGA or DVI video input, and will be switched synchronous to the switch of video input signals.

No.13 Item: "**Audio1 Config**"

Press "**←**" or "**→**" to select 1 channel of video input signals from **V1, V2, Y/C, YPbPr, VGA and DVI**, map **AD1** external input as audio input signals to the video signals in this channel, then press "**Enter**" to save the settings.

No.14 Item: "**Audio2 Config**"

Press "**←**" or "**→**" to select 1 channel of video input signals from **V1, V2, Y/C, YPbPr, VGA and DVI**, map **AD2** external input as audio input signals to the video signals in this channel, then press "**Enter**" to save the settings.

Notes: AD1, AD2 can't be mapped to the video input signals in the same channel.

7. Exit setup

No.15 Item: "**Exit Setup**"

Press "**↓**" to move to the last item: "**Exit setup**", then press "**←**" or "**→**" to select "**YES**", then press "**Enter**" to exit setup mode.

If you press "**Setup**" key while in any setup mode, the system will skip to the No.15 item.

V. Specifications

Inputs	
Nums/Type	2xcomposite video 1xY/C video (S_Video) 1xYPbPr 1xVGA (RGBHV) 1xDVI 1xHDMI
Video system	PAL/NTSC
Composite Video Scope/Impedance	1V (p_p) / 75 Ω
Y/C Scope/Impedance	Y=0.7V (p_p) / 75 Ω , C=0.35V (p_p) / 75 Ω
VGA/DVI Format	800x600@60Hz/75Hz/85Hz 1024x768@60Hz/75Hz/85Hz 1280x960@60Hz/85Hz 1280x1024@60Hz/75Hz/85Hz 1600x1200@60Hz 1920x1080@60Hz etc.
VGA Scope/Impedance	R、G、B = 0.7 V (p_p) / 75 Ω
HDMI / YPbPr Format	720x480i@59.94Hz/60Hz 720x480p@59.94Hz/60Hz 720x576i@50Hz 720x576p@50Hz 1280x720p@50Hz/59.94Hz/60Hz 1920x1080p@50Hz/59.94Hz/60Hz 1920x1080i@50Hz/59.94Hz/60Hz
YPbPr Scope/Impedance	Y= -0.3V ~ +0.7V (p_p) / 75 Ω Pb= -0.35V ~ +0.35V (p_p) / 75 Ω Pr= -0.35V ~ +0.35V (p_p) / 75 Ω
Input Connectors	VGA: 15pin D_Sub(Female) DVI: 24+1 DVI_D YPbPr: BNCx3 Composite video: BNC Y/C video: 4pin mini DIN(Female)
Outputs	
Nums/Type	1xVGA (RGBHV) 2xDVI
VGA/DVI Format	1024x768@60Hz/75Hz 1280x1024@60Hz/75Hz 1600x1200@60Hz

	1920×1080p@50Hz/60Hz
VGA Scope/Impedance	R、G、B = 0.7 V (p_p) / 75Ω
Output Connectors	VGA: 15pin D_Sub(female) DVI OUT1: 24+5 DVI_I DVI OUT2: 24+1 DVI_D
Others	
Control	Panel Button
Power	100-240VAC 60W 50/60Hz
Operating Temp	5-40 °C
Humidity	15-85%
Size	155 mm (high) ×350mm (wide) × 485mm (length)
Weight	5.6 Kg

Wireless Sideline Handswitch

Manual

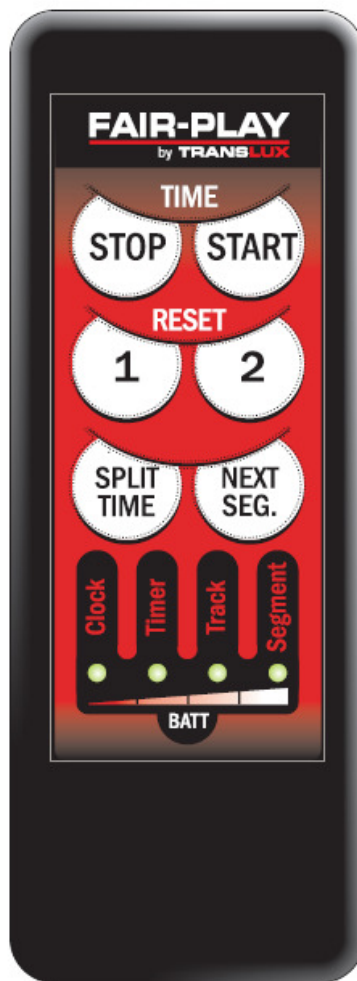


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Clock

By putting the Wireless Sideline Handswitch into “Clock” mode, the user is able to start and stop the game clock that the MP-70 controller is running.

Set to “Clock” mode:

To set the Wireless Sideline Handswitch to the “Clock” mode, with the unit off, press and hold the “Clock” button until only the LED below the “Clock” button lights up.

Functions:

Start the clock – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Stop the clock – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Clock1

By putting the Wireless Sideline Handswitch into “Clock1” mode, the user is able to run a game clock on a scoreboard without the use of an MP-70 controller. (The MP-70 must be turned off and all other information on the scoreboard cannot be displayed.)

Set to “Clock1” mode:

To set the Wireless Sideline Handswitch to the “Clock1” mode, with the unit off, press and hold the “Clock” button then press and hold the “1” button until only the LED below the “Clock” button and the LED below the “Segment” button lights up. These LED’s will now stay on.

Functions:

Start the clock – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Stop the clock – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Reset the clock – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Set the clock – press and hold the “1” button for 10 seconds until the clock on the scoreboard flashes once. Then press the “START” button to increase the minutes, or the “STOP” button to decrease the minutes, or the “NEXT SEG.” button to increase the seconds, or the “SPLIT TIME” button to decrease the seconds, until the desired time is displayed on the clock. Then press the “1” button to save the time.

Timer

By putting the Wireless Sideline Handswitch into “Timer” mode, the user is able start, stop, and reset the timer clock that the MP-70 controller is running.

Set to “Timer” mode:

To set the Wireless Sideline Handswitch to the “Timer” mode, with the unit off, press and hold the “Timer” button until only the LED below the “Timer” button lights up.

Functions:

Start the timer – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Stop the timer – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Reset the timer for timer #1 – press the “1” button to reset the timer to the first timer time. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Reset the timer for timer #2 – press the “2” button to reset the timer to the second timer time. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Timer1

By putting the Wireless Sideline Handswitch into “Timer1” mode, the user is able to run a timer clock on a scoreboard without the use of an MP-70 controller. (The MP-70 must be turned off and all other information on the scoreboard cannot be displayed.)

Set to “Timer 1” mode:

To set the Wireless Sideline Handswitch to the “Timer 1” mode, with the unit off, press and hold the “Timer” button then press and hold the “1” button until only the LED below the “Timer” button and the LED below the “Segment” button lights up. These LED’s will now stay on.

Functions:

Start the timer – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Stop the timer – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Reset to timer #1 – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Reset to timer #2 – press the “2” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Set the #1 timer – press and hold the “1” button for 10 seconds until the clock on the scoreboard flashes once. Then press the “START” button to increase the seconds, or the “STOP” button to decrease the seconds, until the desired time is displayed on the clock. Then press the “1” button to save the time.

Set the #2 timer – press and hold the “2” button for 10 seconds until the clock on the scoreboard flashes once. Then press the “START” button to increase the seconds, or the “STOP” button to decrease the seconds, until the desired time is displayed on the clock. Then press the “2” button to save the time.

Track

By putting the Wireless Sideline Handswitch into “Track” mode, the user is able start and stop the track clock that the MP-70 controller is running.

Set to “Track” mode:

To set the Wireless Sideline Handswitch to the “Track” mode, with the unit off, press and hold the “Track” button until only the LED below the “Track” button lights up.

Functions:

Start the clock – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Stop the clock – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Reset the clock – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Display the split time – press the “SPLIT TIME” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Stop displaying the split time – press the “SPLIT TIME” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. Then if the signal is received by the MP-70 controller, it will vibrate a second time indicating to the user that the signal was received.

Track1

By putting the Wireless Sideline Handswitch into “Track1” mode, the user is able to run a track clock on a scoreboard without the use of an MP-70 controller. (The MP-70 must be turned off and all other information on the scoreboard cannot be displayed.)

Set to “Track1” mode:

To set the Wireless Sideline Handswitch to the “Track 1” mode, with the unit off, press and hold the “Track” button then press and hold the “1” button until only the LED below the “Track” button and the LED below the “Segment” button lights up. These LED’s will now stay on.

Functions:

Start the clock – press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Stop the clock – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Reset the clock – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed.

Display the split time – press the “SPLIT TIME” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. The split time will be displayed for eight seconds, and then the running track clock will go back to being displayed on the scoreboard. If the “NEXT SEG.” button is pressed before the eight seconds is up, the current time will be displayed and the eight seconds will start over. To get out of the split time function without waiting eight seconds, press the “SPLIT TIME” button and the scoreboard will go back to displaying the running track clock.

Segment Timer

By putting the Wireless Sideline Handswitch into “Segment Timer” mode, the user is able to run a segment timer on a scoreboard without the use of an MP-70 controller. (The MP-70 must be turned off and all other information on the scoreboard cannot be displayed.) When the segment timer is turned on, it will start in segment one. The next timer is for break one. Then it will go to the second segment and so on through 99 segments and breaks. The time can be displayed on the game clock of a scoreboard or a two digit timer. When displayed on a scoreboard, the period will display “5” when in a segment, and will display an “8” when in a break. When the time is being displayed on a timer, the time will be steady during a segment time and will blink when in a break time. The horn can be configured to be off, sound for a segment, or sound for a segment and a break. Also, an advanced warning horn can be set to sound at the user’s defined time before the end of the segment or break. For example, the user can configure the horn to sound 10 seconds before the end of the segment as a warning.

Set to “Segment” mode:

To set the Wireless Sideline Handswitch to the “Segment Timer” mode, with the unit off, press and hold the “Segment” button until only the LED below the “Segment” button lights up.

Functions:

Start the segment /break– press the “Start” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. This will start the segment and continue through each segment and break until the “Stop” button is pressed.

Stop the segment/break – press the “Stop” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. This will stop the time for the segment or break that is running.

Reset the segment /break – press the “1” button. The Wireless Sideline Handswitch will vibrate once indicating a button was pressed. This will reset the time for the segment or break that the user is in.

Increment to the next segment /break – press the “NEXT SEG.” button. (On the two digit timer, the break times are indicated by the blinking time.)

Decrement to the previous segment/break – press the “SPLIT TIME” button.

Set the segment/break time – move to the segment or break that needs the time set and press and hold the “1” button until the clock on the scoreboard flashes once. Then press the “START” button to increase the minutes, or the “STOP” button to decrease the minutes, or the “NEXT SEG.” button to increase the seconds, or the “SPLIT TIME” button

to decrease the seconds, until the desired time is displayed on the clock. Then press the “1” button to save the time.

Configure the horn – to configure the horn the user must navigate to break “0” and press the “2” button. The horn mode will be displayed in the period lamp bank if on a scoreboard or it will display in the units lamp bank if on a timer. The modes are:

- 1 – No horn .
- 2 – Horn sounds at the end of a segment and at the warning time if a warning time has been defined.
- 3 – Horn sounds at the end of a segment and break and at the warning times if warning times have been defined.

The warning horn time for a segment is set when the horn mode is set to two. The warning horn time for a break is set when the horn mode is set to three.

To navigate through the horn modes, press the “1” button and the new horn mode will be displayed. If “1” is defined for the horn mode, no time will be displayed because the horn is set to off in this mode. If “2” is defined for the horn mode, the time displayed is the time that the warning horn will sound before the end of a segment. If the time is set to “0”, then there will be no warning horn. If “3” is defined for the horn mode the time displayed is the time that the warning horn will sound before the end of a break. If the time is set to “0”, then there will be no warning horn. Press the “START” button to increase the minutes, or the “STOP” button to decrease the minutes, or the “NEXT SEG.” button to increase the seconds, or the “SPLIT TIME” button to decrease the seconds, until the desired time is displayed on the clock. Once all the settings are set, make sure the horn mode is in the desired mode and then press the “2” button and the settings will be saved.

Global configurations – The user has the ability to set all of the segments to a specified time and all the breaks to specified time, all at once. To do so, navigate to segment “0” and set the desired time. This will set segments 1-99 to the desired time that was entered. Then navigate to break “0” and set the desired time. This will set breaks 1-99 to the desired time that was entered.

Lock keys

Locking the keys of the Wireless Sideline Handswitch will keep someone from accidentally pushing a button, and having the Wireless Sideline Handswitch interfere with any other wireless devices that may be in operation.

Set to “Lock keys” mode:

To lock the keys, press and hold the “BATT” button and press and hold the “STOP” button until the Timer, Track, and the Segment LED’s light up. This will lock the keys. When locked and any button is pressed, the Timer, Track, and the Segment LED’s will light. To unlock the keys, set the Wireless Sideline Handswitch to the desired mode as described above.

Link

The Wireless Sideline Handswitch has to be linked to the MP-70 to work in the same group as the MP-70.

Set to "Link" mode:

To enter the link mode, press and hold the "BATT" button and press and hold the "START" button until all four LED's light up. This will put the Wireless Sideline Handswitch in link mode. In link mode, the LED's will scan on and off from left to right while it is searching for a signal from a MP-70 controller. The MP-70 has to then be put into link mode also. This is done by going to the pass code section on the MP-70 and entering the code "0723" and pressing "ENTER". This will cause the MP-70 to broadcast a signal to the Wireless Sideline Handswitch telling it the group to be on. Once the Wireless Sideline Handswitch receives the signal, all four LED's will light up and the Wireless Sideline Handswitch will turn off. The user then presses the "ENTER" button on the MP-70 and it will go back to normal operation. Now when the Wireless Sideline Handswitch is turned back on, no matter the sport mode of the MP-70, it will be set up on the same group as the MP-70 that it linked with.

If the Wireless Sideline Handswitch is in link mode and there is not an MP-70 to link with, press the "STOP" button and the Wireless Sideline Handswitch will turn itself off.

Initialize Radio

When a new radio is installed in the unit, the settings of the radio may not be correct for the Wireless Sideline Handswitch. To set the radio up as needed, the initialization mode needs to be run. This only needs to be done one time when a new radio is installed in the unit.

Set to "Initialize Radio" mode:

To initialize the radio for the Wireless Sideline Handswitch, press and hold the "BATT" button and press the "1" button. All four LED's will light up and the radio will be initialized. When the LED's go off, the radio is initialized and the Wireless Sideline Handswitch turns itself off. As long as this radio is in the unit, the initialization process will not be required again.

Reset factory defaults

The Wireless Sideline Handswitch can have its mode and group setting reset to default settings.

Resetting to factory defaults:

To reset the settings of the Wireless Sideline Handswitch back to factory settings, press and hold the “BATT” button and press and hold the “START” button until all four LED’s light up. Then the LED’s will turn off one at a time until they are all off, indicating that the Wireless Sideline Handswitch has been reset.

Battery info

The Wireless Sideline Handswitch uses a 3.7 Lithium Ion battery. To check the battery level, press and hold the “BATT” button until the LED’s light up. The LED’s indicate the power of the battery; four LED’s means full battery, down to 1 LED means the battery needs to be charged.

To charge the battery, connect the USB cable from the Wireless Sideline Handswitch to either the wall charger or into a computer’s USB port. For best results allow the unit to charge at least 8 hours before using again. The charger will automatically stop charging when the battery is fully charged.